

PS *Extreme*

THE PLAYER'S UNOFFICIAL PLAY GUIDE TO THE PS2

CLASH OF THE TITANS!

**GAMEDAY 98
VS
MADDEN 98**
EXTREME WAR INSIDE

MALOFILM'S



JERSEY DEVIL

SPOTLIGHT



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Interactive**

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Jerome Bettis leads GameDay 98 into the new season.



**EXCLUSIVE:
ASC'S
AMAZING
ONE!**



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1

IT MUST BE IMPORTANT WHEN
22 MEN WILL GO TO WAR OVER A PIECE
OF LAND NO WIDER THAN THIS AD.

To a rare few, winning the war means
totally dominating the competition.

Miami Dolphins '72
Chicago Bears '85
NFL GameDay '98

NFL
GameDay
98

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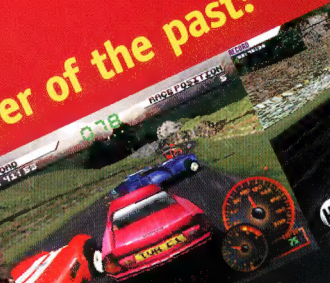
BEAUTY VS BEAST

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More ways to race! Challenge the world in Single Race, Ghost Car Mode, World Circuit, Masters Cup and a variety of multi-player tournaments.

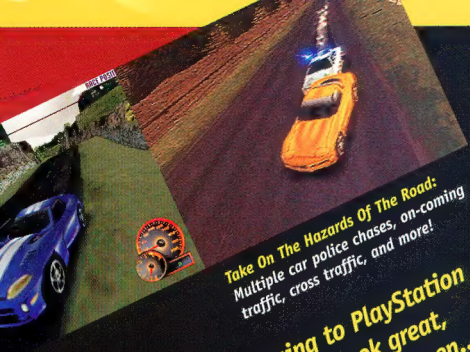
Modern supercars:

Jaguar XJ 220™
Dodge® Viper GTS
TVR® Cerbera™
Chevrolet® Corvette®
Nissan 300ZX®

Power of the past:

Shelby Cobra™ 427
'69 Chevrolet® Corvette® 427
'70 Chevrolet® Chevelle® SS 454
'69 Chevrolet® Camaro® ZL1
'70 Plymouth® Hemi Cuda





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the car models are the best we've ever seen...
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or www.kalioto.com

TELL US WHAT YOU **REALLY** THINK

IN THE EXTREME

EXNEWS: Page 14

Midway distributes Crystal games, Working Designs brings their first RPG to the PlayStation, Philips makes immersive gaming a virtual reality and Cool Borders 2 is on the way!

EXECUTE: Page 26

Yes, there's a level skip code for Tomb Raider, who'da thunk it? That, plus codez for C&C, Descent Maximum, Hardcore 4x4, Felony 11-79 and more!

EXCLUSIVE: Page 38

Tons of juicy inside bits on Hasbro, plus gobs of luscious shots of ASC's One! and Malofilm's Jersey Devil.

EXPECTING: Page 48

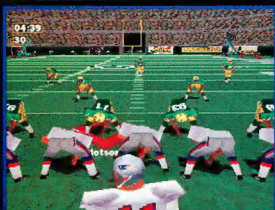
Six times more power than any other preview section.

EXTREME: Page 76

Four pages of **EXTREME** war... Sony's Gameday 98 goes up against EA's Madden 98. There can only be one.

EXRATED: Page 80

We've gone through the trouble of playing these games ahead of time, so you know exactly what to buy and what to try. Hey, we're just nice that way, y'know?



GAMEDAY 98 VS MADDEN 98...
READ ALL ABOUT IT!
Pg. 76



EXCLUSIVE
JERSEY DEVIL
Pg. 46

Welcome to the beginning of football season and video game buying season! To paraphrase Kevin Costner in "Wyatt Earp" (in my humble opinion, one of the greatest westerns of all-time): "It all starts now!" As has become our annual fall ritual, this issue features a head-to-head comparison of the latest GameDay and Madden football games. Most of you probably know that this is a VERY personal thing for me ... I love football and dissecting football video games, and this year has been my most intense (and exhausting -- I think I've played close to 200 games of video football over the past five weeks). And it doesn't stop with GameDay and Madden — I haven't even taken a look at the college games (Eric is handling those), and Interplay's VR Sports Football w/Jimmy Johnson won't be ready for review until next month.

In addition to the football wars, things are heating up at retail, as some of the PlayStation's biggest titles hit store shelves. Many of you are now playing Final Fantasy VII, Croc, GTR and Steel Reign, not to mention a host of other titles that are currently hitting the market. October will bring potential blockbusters like Nightmare Creatures, Fighting Force and MK Mythologies ... and this is just the beginning of things.

What do you do, when you see a

long list of games that look like you've got to have them and you're seriously short of cash? Well, that's what we are here for and, hopefully, we can make those tough choices a little easier. Sony and its third party publishers are doing their part(s) — the cost of PlayStation games, and video games in general, have never been this low. Heck, the number 6 selling game in last month's TRSTS ranking was the original "Twisted Metal" — a game that is currently selling for \$19.95 under the PlayStation's "Greatest Hits" banner. Also last month, Sony and Sears offered our readers a \$10 off coupon when you purchased FF7 at any Sears store. This month, they are doing the same for GameDay 98. Both of these games retail for \$49.95 — with the Sears discount you pay \$39.95! Two of PlayStation's biggest titles end up costing under \$40 — compare that to the average cost of an N64 game (on some titles, this means that you are paying HALF as much for a PS game, as compared to purchasing a Nintendo 64 game) — you just can't beat the deal.

So, look at all those wonderful Gold and Platinum games, call the bank and see how deep you can go ... because the PlayStation is willing, ready and able to keep you playing the best games, for fewer bucks, well into 1998.

Dave

DIMENSION PUBLISHING, INC. PRESENTS

PS *Extreme*

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ONE MAN. ONE SOLUTION. ONE STATE OF MIND.



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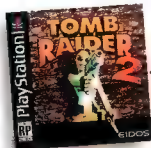
Check for unresponsive

Gently tap & ask, "Are



Figure 5-3

ness
you okay?"



If they don't respond, check immediate area for Tomb Raider 2, Deathtrap Dungeon, Fighting Force or any other Eidos games. Then make off with whichever ones you can before the poor bastard comes to.

EIDOS

I N T E R A C T I V E

You've been warned.

www.eidosinteractive.com

Dear PSExtreme,

In an issue of GameFan magazine, February 1996, they covered a game called Lone Soldier, developed by Taito. They said it would be available sometime in February of 1996. From then up until now I have been trying to find the darn game. I called Sony and they said they have never heard of the game. I have been to every store that sells video games and no one has it. I am disappointed because Lone Soldier looked like a cool game. I would appreciate it if you could tell me what on earth happened to this promising game or where I could find it.

Sincerely,
Ken Varasdi

Lone Soldier never came out in America, only in England. It was such a bad game that no respectable U.S. company would even consider bringing it out. We're guessing that GameFan, in an effort to get the world-wide "scoop", decided to give the game blanket coverage. We did get our hands on a copy and can confirm that the words "blazing plie" immediately presented themselves to our brains.

Dear PSExtreme,

First of all, I wanted to thank you again for an excellent PlayStation magazine. Now, I want to throw a few questions your way, if you don't mind.

1) Will the Japanese import PlayStation game, Gundam — The Battle Master, ever come to the U.S.?

2) I was reading another magazine (of course it was inferior to PSExtreme) while I was in a store, and it stated that Sony has appointed the PS X magazine, published by Ziff-Davis Publishing, as the official PlayStation magazine.

Why didn't they elect your magazine? PSExtreme is ten times better than that other crappy (pardon my French) magazine.

3) About a year ago, one of the readers wrote about a box cover but I haven't heard any more since then. Are you still considering it? I have every issue that you have published so far, in a plastic report cover and then placed in a 3 ring binder. Now Fellas, that's not an X-cellent way to store an X-cellent magazine. Please make one, I'll buy it.

4) With the extreme and colorful animation that is in Marvel Super Heroes and X-Men Vs. Street Fighter, can Capcom make a perfect translation over to the PlayStation?

5) With Nintendo 64, M2, and Saturn still fighting to dethrone the PlayStation, what do you think the future has in store for the PlayStation?

Thank you for your time and for
an X-CELLENT magazine,
Willie Lewis

First, let us thank you for the excellent letter.

1) It doesn't look like any U.S. publishers have picked that one up, but if things change, we'll print something.

2) Thank you for the compliment. We were not interested in becoming the "official" PlayStation magazine for a number of reasons, the primary

one being a potential loss of editorial credibility with our readership. Just take a look at the other "official" platform specific mags... Sega Visions... Nintendo Power... Don't they read like nothing more than giant advertisements written by people who's primary goal is to tell you that everything is wonderful and that there are no bad games on their system? Would you trust a review of a game that had to be approved by the same company that made it? As far as we're concerned, all this means is that there's now one less competitor in the marketplace.

3) We investigated the possibility and found that it would cost more for just the binder than a whole year's subscription. While we do occasionally get a letter like yours, asking for one, the demand just isn't high enough.

4) Real close, just imagine a little more loadin' time and a few frames less of animation.

5) There's so many amazing games coming out for the PlayStation by this Christmas, it's scary.

**Dear big guys or big boys or big bulls or big big or whatever they call you
guys of PSExtreme,**

Hi guys, this is my second time writing to you. The first letter that I wrote to you guys, I forgot to mail it until I lost it. Now this is my second time writing to you. I'm going to e-mail it to you to be sure it won't get lost. I almost forgot to say my routine intro... I have a PlayStation and a subscription to your cool bomb tight magazine... those are my first words that I wrote in my first letter to your magz. Anyway I got a lot of things to settle with you guys. First of all, what in the hell is the super chickens you guys are planning on! Every time I read your editorial page on the left side of the page there are two pictures of a chicken in the new games, couldn't you guys pick other pictures or something? The last time I read your EXmail, I read that the super chickens are a group planning to hypnotize young children like me that buy videogame magazines and children that play videogames constantly. Now I felt betrayed with my own kid, videogames like you.

The only solution to this is to make me a member. Oh pls, oh pls! Is there an age limit to join?... 'cause I'm under 18, I'm just sweet 16. Thank you for listening.

Concerned videogamer,
ISRAEL GUEVARA

Good news! There's no age limit. By subscribing to PSExtreme, you automatically become a member! Welcome!

Dear PSExtreme,

I was wondering if they're ever gonna make a Crusin' the World for the PlayStation. I love the Arcade version and I really would like it for my PlayStation. Can you help? I also agree with the nude chicks in the fighting games.

Jason Rissmann

Sorry, Crusin' the World will be a Nintendo 64

only product, if it comes out at all.

Dear PSExtreme,

I'm writing to you with a problem. As I'm sure everybody is aware, the great cover art on games from Japan is often totally scrapped for the American release, and the result usually leaves much to be desired. For the longest time, the most guilty of these parties was Capcom (they rule, anyway), their most recent foul-up being the cover of Street Fighter Alpha. During the cover's journey from Japan to the U.S., Ryu, Ken and the rest got... kinda mishapen. Ugly too. Ugh. At least it appears that Capcom has gotten the message, as they seem to only use the Japanese art now, which actually reflects the contents of their games, as opposed to... yuck. Never mind.

Anyway, I wish Konami would follow Capcom's lead. We know all about Suikoden's U.S. cover (cooh, that's bad...), but I've just learned (I called Konami myself) that they're making a new cover for the American release of Castlevania: Symphony of the Night! If you've seen the import cover, you know that it's the most beautiful cover ever to grace a video game. It consists of a painting by Japanese artist Ayami Kojima of Alucard, son of Dracula, holding a sword in one hand and a cross in the other. Awesome. However, the guy I talked to at Konami said that the U.S. division's bosses thought that the cover was too "feminine" and that Americans don't care about cover art anyway. "So what do we get?," I asked. A cheesy 3D castle with a full moon overhead, he said, with the Castlevania logo in huge letters below. "It's not as bad as Suikoden's, but..." he told me.

I figured it was too late to do anything about the change, seeing as the game was set to be released in September. But the helpful Konami rep. told me that, to avoid competition with the release of Final Fantasy VII, and to tie in the Castlevania release with the Halloween season, the release date has been pushed back to October 10th! There's still time! The purpose of this letter is to get some kind of letter writing campaign going. Anybody reading this, go write Konami now! Write ten times! Demand the Japanese cover art! If you care at all about this topic (I know you do, I read letters about it all the time), please contact Konami at.

Konami of America
900 Deerfield Pkwy.
Buffalo Grove, IL 60089-4510

Don't think your letter (or E-mail) won't matter! If enough people yell about it, quickly, maybe we can change their minds. Hey, Capcom listened. Thanks for your time.



Yours Truly,
Chris Boyle

*For all that haven't
seen it, here's what
the Japanese box
art looks like.*

Address all mail to:
EXMAIL
Dimension Publishing
1175 Chess Drive, Suite E
Foster City, CA 94404
e-mail: d33@quake.net



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—GAMEFAN

Get ready to experience the total global action fest of MDK on the PlayStation™ game console. Stunning graphics that explode off your screen, blistering gameplay featuring hot and heavy shooting action and of course the completely revolutionary sniper mode makes MDK one of the hottest games ever.



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IT THINKS.



THEREFORE IT KILLS.

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PlayStation Gaming News

From Around The Globe

MORTAL GEX?

Well, not exactly, but there is a marriage of sorts taking place. Gaming behemoths, Midway Home Entertainment and Crystal Dynamics have joined forces to distribute and "co-market" two of Crystals very promising fourth quarter titles. Gex: Enter the Gecko, should be a monster hit this holiday season and Pandemonium 2 is back with, how should we say this... a more "grown up" Nikki and an even more wacked out Fargus. The relationship with Midway will allow Crystal to keep its focus on creating original gaming software and frees them from the burden of product distribution. Crystals president, Rob Dyer commented; "our stellar titles, combined with Midway's expertise and industry credibility, will insure that we have a major impact on this year's holiday season". After spending some time with both of these titles, we at Dimension Publishing have just two words in response to Mr. Dyer's comments... "We agree!"

WORKING DESIGNS ANNOUNCES FIRST PLAYSTATION RPG (THERE IS A GOD!)



Working Designs, the patron saint of American RPG fanatics, has made the announcement for which their cult

of followers was waiting: they're in the process of bringing over their first PlayStation RPG from Japan. And the game they're bringing over is a delightful surprise: Alundra, a graphically spectacular 2D action/RPG with a Zelda-ish feel, originally

released by Sony of Japan and developed by Climax (who also did Landstalker for the Genesis and Dark Savior for the Saturn). This ends months of speculation by gamers as to how Working Designs would fare in the PlayStation market, since Sony releases the majority of Japanese RPGs, and was thought not to want to license them to third-party companies, if Sony Computer Entertainment America passed on them. Alundra is currently scheduled for a December release.

SCUBA PLAYSTATION?

That's right, Phillips media is about to release what they call a "virtual immersion visor" for all 32-bit and 64-bit game consoles. The unit is named "Scuba". Designed to fully immerse the gamer in the graphics and sound of the game, Scuba will feature wide field, custom molded optics that provide 40° horizontal and 30° vertical field view for each eye. What that means to all of us is that things are gonna seem a lot more real. We tried it with a couple of the newer racing games available (including San Francisco Rush) and believe us when we say, you've got to see it to believe it! The unit fits over your head, like a visor, and weighs a little over a pound. Look for the unit to hit retail shelves with a unit price under \$200.00 sometime this holiday season.



GHOST BUSTERS TO HELP COOL BOARDERS 2!

That's right, you heard it hear first; that pesky ghost (you know, that shadow that you raced against in the original Cool Boarders) has been put



into an FDA approved storage facility for the upcoming sequel. Cool Boarders 2 will feature the one thing the original lacked most, a two player mode and a computer opponent. Additionally, CB2 will feature 16 new downhill courses, 18 different snowboards and an all new half pipe and slalom section, as well as a snowboarding championship circuit. Look for a preview next month in Expecting.

"POLY" WANTS TO GO TO SCHOOL...



Ok, so maybe this isn't hard hitting PlayStation news, but with only one shot to show of Sony's new NCAA GameBreaker '98, shipping this November, there isn't anywhere else to put it. What IS news is that GameBreaker 98 will continue along the polygon trail, using the same amazing 3D engine found in this year's GameDay. In addition, expect to find all the features hard-core sports enthusiasts demand with 111 Division 1-AA and all-time great college teams represented, the choice of exhibition, 97/98 season, bowl games or a National Championship tournament, stat tracking, creating players and real college football plays, like the Wishbone, Flexbone and more.

EX NEWS



MEET NAMIRA.
SHE'LL BREAK
YOUR HEART.
CRUSH YOUR BONES.
KICK YOU INTO
A LAVA PIT.
THEN SHE'LL SMILE
AT YOUR WEAPON.

(AND SHE'S ONE OF THE NICE ONES.)



It's *Mace - The Dark Age*. The most graphically stunning 3D fighting game to ever come home. In fact, *Next Generation* says, *Mace* is well on its way to being the best 3-D fighting game for Nintendo 64.TM There are 10 death-seeking adversaries, two devilishly difficult bosses and seven hidden characters. Each one with a deadly weapon or two and so many moves and combos that you'll need a high pain threshold just to watch. A word to the wise: if you're getting your face kicked in, we suggest you hit the 3-D Dodge Button – it might just save your butt. Not to mention your life.

HAZE

The Dark Age

EVERYTHING'S A WEAPON.

Midco The Dark Age 4 1997 Allr Games Corp. A. rights reserved Midco is a registered trademark of Midco Games Inc. Midco The Dark Age 4 characters, names are trademarks of Allr Games Corp. Distributed by Midco. Home for the year 1997 and 1998. Nintendo Nintendo 64 and the 3D N. ego in. Nintendo of Nintendo of America, Inc. 1997 Nintendo of America, Inc. Play Station on the PlayStation 2 and the PlayStation 2.



**"GOES 0 TO 60
IN 4.5 SECONDS.**

DEPENDING ON YOUR ARM."

Ben "Smasher" Jackson





EIDOS
INTERACTIVE

You've been warned.

CORE

SAVE THE GAS MONEY.

THIS BABY RUNS ON ADRENALINE. YOUR ADRENALINE.



BECAUSE POST-MILLENNIUM MAYHEM HAS STRUCK.

AND IT'S GONNA TAKE MORE THAN A SEMI-AUTOMATIC
TO SURVIVE THESE 3D MEAN STREETS, SUBWAYS AND

SCUM-FILLED CITY PARKS.

WHERE FIGHTING THE CROWDS HAS A
SLIGHTLY DIFFERENT MEANING.

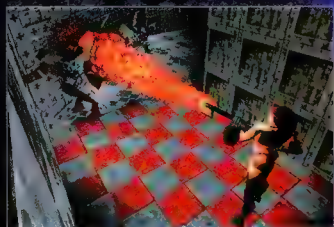
JUST KEEP YOUR EYES PEELED,
BECAUSE ONE GOOD THROW AND
YOU'RE OUT. COLD.



www.fightingforce.com



There's only
one thing
more torturous
than playing
Deathtrap Dungeon.

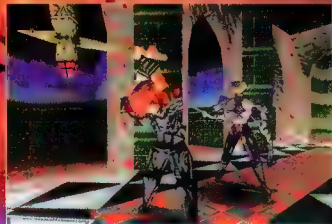


-IAN LIVINGSTONE'S-

DEATHTRAP Dungeon

"Beat me. Whip me. Just don't hit that Quit button." Consider it your battle cry. Then bring on the skeletal warriors, zombies and countless other undead denizens. Each one is another chance to slice and dice like a Ginsu® knife gone bad. Or simply cast a spell





Not playing it.

www.ijerph.com

on the evil priestess who's done you wrong. Because in this cavernous maze of devious traps, it's all about cheating death at every turn, blurring that fine line between pleasure and pain. And just when you think you can't take it anymore, consider the alternative.



I N T E R A C T I V E

You've been warned.



Top: The Second Coming, slated for this fall. **Bottom:** Preparing for her return. **Opp page:** Committed for life.

4 A.M., TALLAHASSEE, FL.

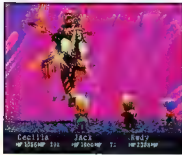
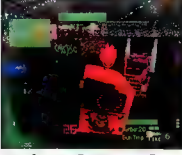
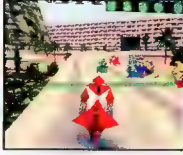
TWO DRUNKS BATTLE IT OUT DOWN THE
HALL. THE 38 EXPRESS SQUEALS TO A
HALT EVERY HALF HOUR ON THE STREET
BELOW. SLEEP DOESN'T COME EASY IN
ROOM 23. BUT FOR 19-YEAR-OLD RAY
COOPER, IT HAS NOTHING TO DO WITH THE
NOISE. AS HE SAYS, "IT'S BECAUSE SHE'S
ALL I SEE EVERY TIME I CLOSE MY EYES."



PlayStation Gaming News

From Around The Globe

TOP 10 BEST SELLING PLAYSTATION TITLES RANKED ON UNIT SALES JUNE, 1997

1 last month 1	2 last month 4	3 last month 3	4 last month 5	5 last month 2
				
Triple Play 98 EA average retail price \$44	Wild Arms Sony average retail price \$45	Need for Speed II EA average retail price \$47	Twisted Metal 2 Sony average retail price \$41	NBA Shootout '97 Sony average retail price \$42
				
6 last month **	7 last month 6	8 last month 8	9 last month 9	10 last month 7
				
Twisted Metal Sony average retail price \$21	WCW vs the World T'HQ average retail price \$47	Jet Moto Sony average retail price \$42	Crash Bandicoot Sony average retail price \$42	Rage Racer Namco average retail price \$45
				

Source: NPD TRSIS Video Games Tracking Service • 9,100 outlets across the U.S.
900 West Shore Road, Port Washington, NY 11050
(516) 625-2294

The ratings reflected above are those of Dimension Publishing and do not represent the opinions of NPD TRSIS.

** Not in Top 10 Last Month

EX NEWS

Meet the roof
of our evil.



MORTAL KOMBAT MYTHOLOGIES

SUB-ZERO

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MIDWAY



ACTIVISION



Traveled.

Grand Tour Racing™ '98 takes racing off the track.

A Dakar off-road competition across the shores of Easter Island. A rally through Scotland. An Indy-car event in Moscow.

Race on...and off the racetrack. Challenge the boundaries of six exotic locales in 40 high-speed vehicles. Master the most prestigious racing circuits around the globe for one of eight international teams. Join the Tour tough enough to earn the distinction as the official racing game from the #1 automotive publication. Car and Driver® presents Grand Tour Racing '98

EUTECHNYX™

THE OFFICIAL
CAR AND DRIVER
RACING GAME



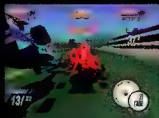
It's A Big World. Race It.

The Race Begins September 1997.

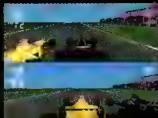
EXECUTE



NECK HAIR WAS MEANT TO BRISTLE.



This game rips asphalt. White-knuckle the wheel and feel those raw nerves pulse. 230 mph. Crashes so realistic, you'll beg for salve. Add a



little split-screen action so you can taunt your friends. Formula 1 has been reborn. Grab hold, Pierre. The back of your neck is going for a ride.

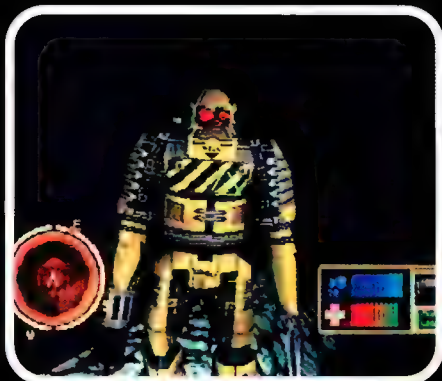
FORMULA 1
Championship Edition
www.psygnosis.com

BESIDES DANGER
AND INTRIGUE,
**TREASURES
OF THE DEEP**

OFFERS SOMETHING
THAT'S BEEN LACKING
IN ACTION/ADVENTURE
GAMES.



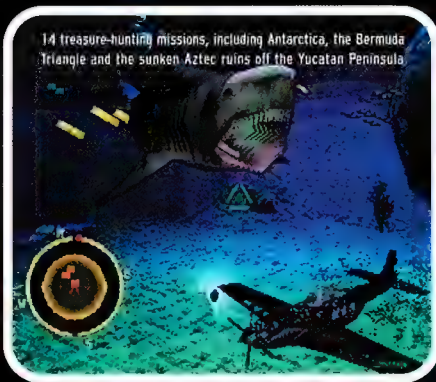
What's the missing ingredient from action and adventure games? Salt water. *Treasures of the Deep™* places you in the role of Jack Runyan, ex-Navy Seal. Your global treasure trek whisks you from the shark-infested Great Barrier Reef to the foreboding abyss of the Mariana Trench. You'll utilize lethal high-tech weaponry and submersibles as you explore sunken ships, battle sea monsters and thwart terrorists. Grab your scuba gear. It's time to dive into danger.



Your underwater hardware is 100% high-tech: robotic vehicles, homing torpedoes and heat seeking mines are all at your disposal.

ACTION AND

14 treasure-hunting missions, including Antarctica, the Bermuda Triangle and the sunken Aztec ruins off the Yucatan Peninsula.

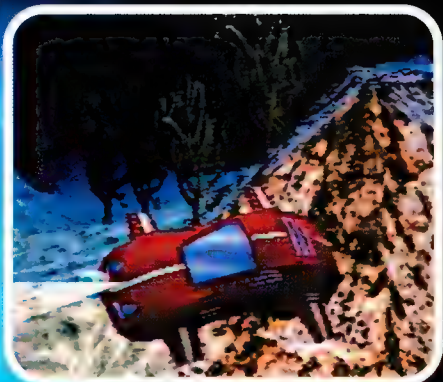


Blow up enemy subs, battle stealthy frogmen assassins and spear voracious sharks before they snack on your snorkel.



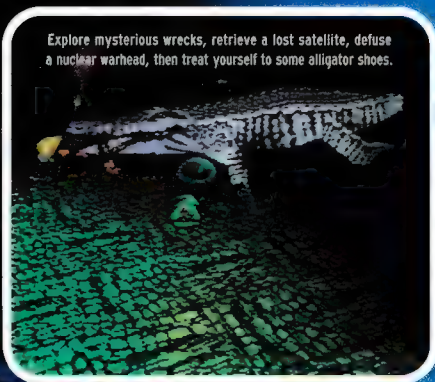


The most striking 3-D world in all of game-dom. Beautiful sea creatures propel themselves with polygon perfection.



Pilot 8 state-of-the-art submarines. Amass your fortune and trade up from a USN RV-1 mini-sub to a deadly Viper attack sub.

ADVENTURE.



Explore mysterious wrecks, retrieve a lost satellite, defuse a nuclear warhead, then treat yourself to some alligator shoes.

TREASURES OF THE DEEP

THIS TIME, YOU'RE IN OVER YOUR HEAD.



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minutes.

TRD: On the freeway portion of the Seaside course, break the speed limit by about 75 MPH.

9A: Finish the Downtown course with no money (damage).

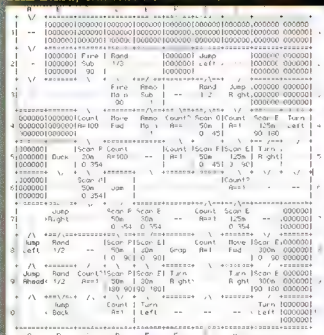
ELC: Finish the Seaside course with no damage.

WIK: Finish the Metro City course with no damage.

Carnage Heart

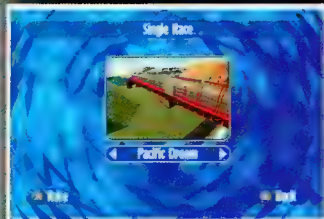


THE BEST, SIMPLE TO MAKE OKE DESIGN:



Created by : Clay Dale
modified by : Bill Adams

Rush Hour



VARIOUS CODES: Here are a few cheats to spice up this otherwise average overhead-view racer.

BACKWARD TRACKS: At the title screen (the Rush Hour logo, NOT the menu), press ←, ↑, ↓, →, ←, ↑, ↓, →.

HIDDEN TRACK: At the title screen, press ↑, ↓, ↑, ↓, →, ←, ↑, ↓, →.

SUPER CARS: At the title screen, press ↑, ↓, →, ←, ↑, ↓, →.

You have four extra cars to choose from.

SUPER CHAMPIONSHIP: At the title screen, press →, ←, ↑, ↓, →, ↑, ↓, →.

Discworld II



WALKTHROUGH: Here's a complete guide through the Pygnosis adventure-game sequel.

Act I: The Rite Stuff

Go to the High Energy Facility. Take the Bellows, Magnet and Test Tube. Go to the Garden. Use the Magnet on the Imp to get the Boots. Leave the University and go to the Shop. Take the Fish, Flamingo and Incense.

Try to take the Candles, then ask the Old Woman about them. Go to the Plaza. Talk to Dibbler with the sarcasm icon, then talk to him about Popporn. Go to the Shades (the middle choice; there are three "Shades" locations on the map). Take the Pot and Saw to the right of the beggars. Walk left and into the mortuary (the door behind the Dead Collector). Examine Granny Weatherwax (the witch) and take the Knife. Go to Mrs. Cakes (on the left Shades of the world map). Open the closet and take the Ironing Board. Take the Petticoat and Scissors. Use the Saw on the Dummy. Examine the Genie Bottle and talk to Mrs. Cake. Use sarcasm, then use sarcasm, question mark, thought and smile. Ask about the Genie Bottle and Ectoplasm.

Go to the Fools Guild. Take the Hooter and talk to the ghostly Fool with the question mark. Take the Brick on the left side of the screen and use it on the Fool. Climb into the hole and walk left. Use the Bellows on the grate. Return to the High Energy Facility. Use the Haunted Brick on the Accelerator. Return to Mrs. Cake and give her the Ectoplasm. Return to the beggars. Use the Boots on the Genie Bottle and use the Bottle on the Vile Smell above Foul Ole Ron. Go to Gimlets (to the right of the beggars). Take the Chill and use the Menu. Talk to Gimlet with the smile and ask about the mouse burger.

Go to the Trolls Head pub (middle Shades). Take the Matches. Talk to Casanunda with the question mark, ladder and witch icons. Talk to the Troll. Go to the Docks. Use the Knife on the Net and take the Hammerhead Shark. Use the Stuffed Fish on the Bird and take the Stunned Bird. Return to the Garden. Use the Tankard on the Corn (both in inventory) and use the Corn on the Rooster. Now use the Wading Bird on the Librarian, the Flamingo on the Dean, and the Shark on the Bursar. Walk west to the beehives. Use the Brochure on the Beekeeper. (You'll need to have talked to him about bees.) Use the Chill on the Flowers. Use the Petticoat on Rincewind. Use the Matches on the Incense and the Incense on the Bees. Use the Pot on the Hives and click on the Hives for some Dribbly Beeswax.

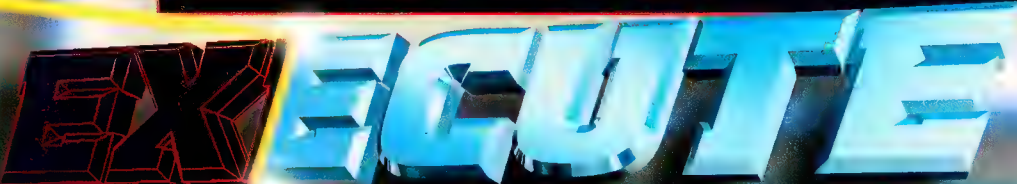
Return to the shop and give the Beeswax to the Old Woman. Return to the beggars and use the Rooster on the Can. Return to the Trolls Head and use the Rooster on the Vampire. Go to the Cemetery. Take the Pick and walk east into the crypt. Use the Ladder on the Coffin and climb it. Take the Teeth and use them on the Mousie. Use the Test Tube on the Teeth. Go to the Dining Hall. Give the Dribbly Candles, Glitter Dust, Mallets, Test Tube and Vile Smell to the Archchancellor.

Act II: Come Die With Me

Return to the Fools' Guild. Climb down the hole, walk right, and climb the ladder. Use the Pick on the Ice. Return to the Shades and talk to the Dead Collector with the question mark. Return to the mortuary and ask the Mortician about a death certificate. Take the Mirror, use it on the Bunsen Burner and return it to the bench. Use the Slab to lay down, then use the Wooden Arm and Ice on Rincewind. Talk to the Mortician to get your Certificate. Return to the Dead Collector and give him the Certificate.

Travel to Djelbeybi and the camel lot. Talk to the Salesman with the smile and camel icons. Leave this area and travel to the Hill. Talk to Bone Idle with the music icon, then use the Knife on him to cut him down. Travel to the Pyramid. Take the Pot. Use the Scissors on the Bandage and use the Bandage on the Wooden Arm. Travel to the Oasis and use the Bandaged Wooden Arm on the Rotten Arm. Travel to Holy Wood and go to the dressing room ("inside" the castle). Examine the Horse Suit and talk to the Dwarf about it. Examine the Rotten Arm in inventory for a Ring and give it to the Dwarf.

Take the Weight and the 10 off the Mail Box. Use the 10 on the Weight. Go to the makeup room (near the piano). Go to the Trainer, take the Camera to his right, and ask about Imps. Travel to Bonedie Beach (off the upper-left corner of the map). Examine the Sticks and talk to Point-Me-Own-Bone Dibbly. Examine the Baskets and talk to Point about them. Travel to Ankh-Morpork and the Garden. Take



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Go ahead, pull the trigger. And check out the Maximum Cool.
Spectacles at your nearest arcade.



PULL THE TRIGGER

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GAME SHARK

Codez

Welcome to the Game Shark website. Each month we'll list the newest and coolest codes right here for your cheat's pleasure. Warning: These codes won't work without a Game Shark. For the latest codes and info, get on the internet and check www.gamashark.com, www.hic.net/~twinkl/gpcc/index.html, or www.datacube.it. If you find a code doesn't work, you may need to upgrade your Game Shark. Check your instruction manual for details.

BATTLESPOUT

INFINITE ENERGY P1.....801FC4A2 0064
INFINITE ENERGY P2.....801FCAD6 0064

BRANDY FORCE

INFINITE ENERGY & LASERS.....800E0D2A 03E8
MEVIE OVERHEAT.....800E0A8E 0000

INFINITE DURABILITY.....800E0C64 03E8

BROKEN HELL

INFINITE AMMO.....800SC908 0190
INFINITE ENERGY.....800SC918 0032

INFINITE TIME.....800SC948 0480

CODE NAME: HONEY

INFINITE AMMO.....80059A6C 0063
INFINITE ARMOR.....80010D0A 00C8

INFINITE ENERGY.....80019D0B 00C8

DECK'S ADVENTURE

INFINITE ENERGY P1.....800CA800 0032
INFINITE MONEY P1.....800CA8E1 0001

INFINITE STRENGTH P1.....800CA8E4 0046

INFINITE HEALTH P1.....800CA8E4 0032

INFINITE ENERGY P2.....800CA8E2 0009

INFINITE STRENGTH P2.....800CA8E4 0046

HARCO HUSKER VAMPIRE

INFINITE CREDITS.....801DC9D0 0009
INFINITE LIVES (P1/P2).....801DCA3A 0005

Ordys

INFINITE CREDITS.....800C5664 0009
INFINITE LIVES P1.....800C55C8 0005

INFINITE LIVES P2.....800C55CA 0005

Pat-Lord

INFINITE CREDITS.....8005F746 0009
INFINITE LIVES (P1/P2).....8005B055 0005

INFINITE TIME (P1/P2).....8005B0B0 0009

The Return of Jesus

INFINITE CREDITS.....8015A7B8 0009
INFINITE GUNS.....8015A3C0 000E

The Godd And The Snake Game

INFINITE CREDITS.....800A05EC 0009
INFINITE ENERGY (P1/P2).....800A01B0 0032

NEA HANDOUT

INFINITE TURBO P1.....80089D50 0033
INFINITE TURBO P2.....80089D78 0033

INFINITE TURBO P3.....80089D9A 0033

INFINITE TURBO P4.....80089DC8 0033

the Hoops and go to the Dining Hall. Talk to the Librarian with the horse icon. Use the Picnic Basket on the Food.

Return to Djellbeybi and go to the shop. Take the Poster, go outside, and walk west to Uri Djeller. Talk to him with the music icon and give him the Hoops. Examine the Rocks and talk to the Rock Seller about it. Walk up the street and take the Stake. Travel to the Cartwheel and talk to S.T. Ungulant with the music icon. Return to the Garden and use the Stake on the Compost Heap. Return to the Mortuary and talk to Casanunda, then the Witch with the elves icon. Return to the Docks and use the Ten Ton Weight on the Hook. Use the Weight to smash the wall and take the Snow Storms.

Return to the stoning area of Djellbeybi (where you took the Stake) and use the Suffrajester in the Hole. Take the Rope. Return to Holy Wood and the Imp area. Use the Stick in the Paint, then use it on the Imp hiding in the Set. Walk east to the Troll and give him the Candy Rock. Try to open the Door, then talk to the Troll with the key icon. Open the Door and use the Rope on the Troll. Enter the trailer, talk to the Milkmaid and give her the Tooth. Return to Bonedie Beach, walk east and use the Picnic Basket on the Ant Hill. Return to the beach below. Use the Saw on the Ironing Board, then use the Glue on the Surfboard, and use the Surfboard on the Surf. Use the Imp in the Camera and use the Camera on the cave paintings.

Travel to the Forest and walk to the elven circle. Put the Camera in Rincewind's inventory. Use the Glue on the Hooter and use the Hooter and Librarian on the Horse Suit. Enter the Stones. Use the Suit on Rincewind. Use the Camera on the Queen. Return to the High Energy Facility and use the Picnic Basket on HEX. Use the Wire on the Plans (both in inventory). Use the Honey Pot and Pyramid on HEX. Talk to Skazz with the universe icon. Return to the Cartwheel and give the Answer to S.T. Ungulant. Return to Dibbler at Holy Wood (north of the Troll) and give him the Babe, Band, Jingle and Snow Storms. Return to the makeup room and give the Film of the Queen to the Makeup Girl. Return to the Dibbler and talk to him. Return to the Shades and put the Certificate on the door on the far left side (up the stairs). Open the Closet and talk to the Black Sheep with the stunt icon. Give the Film of the sheep paintings to the Sheep. Take the Reel and use it on the Device, then use the Film of the Queen on the Device. Use the new Reel on the Projector.

Act III: The Grim Rincewind

Walk to the House and take the Key under the Mat. Enter the House and walk upstairs to the hounglass room. Take the Inkwell and yank the Cord. Walk downstairs and left to the

kitchen. Talk the Oily Rag (and try to take the Sugar Bowl). Open the Pot Belly Stove. Return to the hall and take the Curtain and the Scythe from the Umbrella Stand. Walk upstairs to Susan's room and take the Rabbit. Examine the Bunny in inventory for Pyjamas. Take the String and return downstairs and right to the book room. Take the middle of the three books being written.

Return to the kitchen and talk to Albert. Walk to the Garden. Use the Matches on the Oily Rag. Use the Pyjamas on Rincewind and use the Burning Rag on the Bee Hive. Take the Beeswax from the Hive and use it on the String to make a Candle. Take the Fishing Rod from the Gnome. Examine the Toy Cart, then talk to Susan about it. Give her the Book. Use the Ink Well and Curtain on the Pond. Return to the book room and use the Matches on the Candle. Put the Lit Candle in Rincewind's inventory. Use the Key on the Alcove and enter. Use the Lit Candle on Rincewind and take the Tablet. Return to the Garden and give the Tablet to Susan. Go to the Stable and take the Rope. Use the Stick on the Rope and walk to the front of the House. Use the Boomerang on the Chimney (left side of the roof), then climb down it.

Walk to the kitchen and show Albert the Rope and Scythe. Walk outside and use the Toy Cart on the Scythe, then use the Reaper on the Corn. Go upstairs in the house to the hounglass room and pull the Cord. Quickly return to the Kitchen and take the Sugar Bowl. Go the Stable and use the Sugar on Binky. Use the Glue on the Saddle, then use Binky. Return to the Garden and get some Honey from the Bee Hive with the empty Sugar Pot. Use the Fishing Rod on the Honey Pot, then use the Rod on the Dots in the Pool to the right of Susan. Return to Albert and show him the Ant Souls.

Act IV: Till Death Us Do Part

Go to Bonestock and take the Cork. Go to Djellbeybi and wait for a man to arrive. Take the Canteen from the Saddle Bags and replace it with the Rotten Arm. Go to the Fountain of Youth and use the Cork on the Fountain, then use the Hour-glass on the Sand.

Epilogue: Queen Kong

Look at the Raven and ask Granny about it. Take her Broom and talk to Dibbler with the smile icon. Ask about bladders and use the Canteen on your Bladders. Put the Bladders in your inventory and use the Broom on the Tower.

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EXECUTE

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HIS ENEMIES SEE A

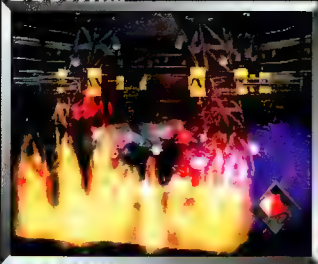
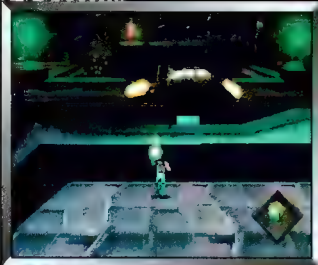
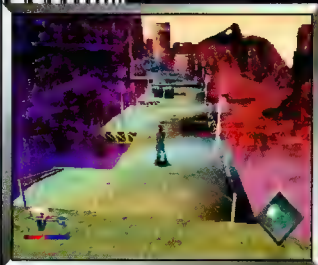
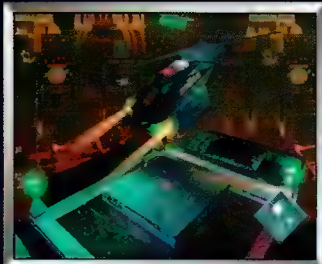
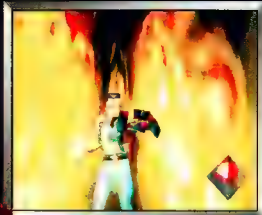


Help Croc, the crusading crocodile, rescue his peace-loving Gobbo Islander friends from the grasp of an evil magician, Baron Dante. Croc must overcome obstacles like lava flows and castle trap doors to battle monsters including swarming sharks to giant bees. Each island world brings a new adventure to Croc, as he hunts for powerful crystals and the pieces to the puzzle that will release his friends from the Baron's spell.



- Free roaming 3D gameplay lets you go anywhere as you run, jump, climb, push, swim and jelly jump!
- Breathtakingly lush graphics in over 50 amazing environments including forests, glaciers, deserts, lava flows and underwater caves.





The software that will be available this holiday season will make Christmas '97 one that game players will look back on with fond memories. Tomb Raider 2, Crash Bandicoot 2, Croc, Blasto, Gex: Enter the Gecko, Nightmare Creatures, Jersey Devil, and some great sports titles will make for the most bountiful Christmas of quality software that gamers have ever experienced. Well, ASC Games has a title that will be on every kid's wish list as well, and that game goes by the simple title of ONE.

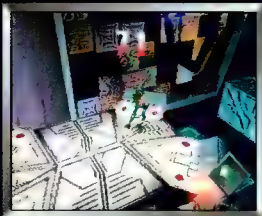
WHAT'S IT ALL ABOUT, ANYWAY?

ONE is a third-person, real time 3D, action/shooter that takes place some time in the near future. Our main man is John Cain, who wakes up one morning to find out his right arm has been replaced with some sort of weapon — a major death dealing type of device, if you will. His goal is to seek out the reason (s) for his gruesome transformation, blasting the crud out of everything (and everybody) along the way. The game is

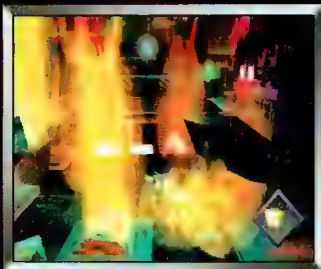
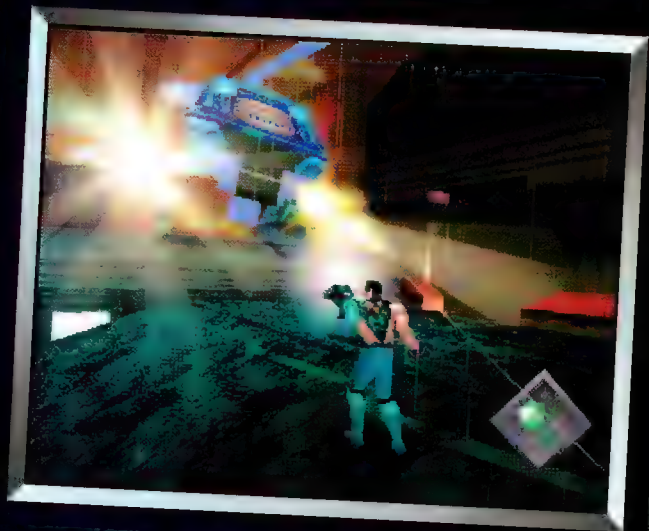
set to take place over five different worlds, and they are unlike anything you've seen in a video game before. Huge mountains with rich "Painted Desert" like backgrounds put you in a scenario detailed enough for a motion picture. The cities are filled with massive skyscrapers where our hero leaps from building to building, dodging missiles, police gun fire, and the hordes of bad guys that lurk around every corner. The levels are so large, in fact, that at the top of one point, you could literally drop ten stories down! And the best part is that the game is constantly streaming from the disc, so there won't be any of those annoying load times.

FASTER THAN A SPEEDING BULLET

ONE is a shooter that cries out "SPEED". The intensity of the game is provided from the non-stop action, and the constant movement of the main character is out of pure necessity. ONE is not about standing in place, picking off targets like a guy at the shooting range. No sir, if Cain is caught standing around, he'll likely get his head blown off. Constant movement is the name of ONE, as unlike traditional power-up systems, ONE uses an icon called the "Rage Meter". The stronger the Rage Meter, the more powerful weapons Cain can use, and the more damage he can sustain. This meter is fueled by the destruction; the more you wipe out (and the



EXCLUSIVE

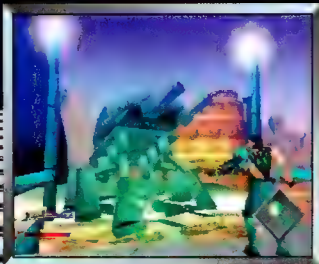
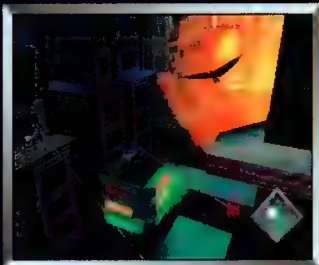


faster you do it), the stronger you will become.

THE IMPRESSION THAT WE GET...

ONE is a rare game — the kind of game that brings together classic gameplay, new ideas, and revolutionary graphics. ASC Games and Visual Concepts are bringing out a game that is physically larger than anything seen before, with atten-

tion to detail that will guarantee something different is seen every time the game is played. So much happens at such a lightning pace, that ONE is the kind of game where people stop what they're doing, and watch someone else play. The enormous environments, gameplay, variety, and amazing soundtrack (didn't even get to mention that!) will insure ONE a place on every gamer's "must have" list.



You can actually



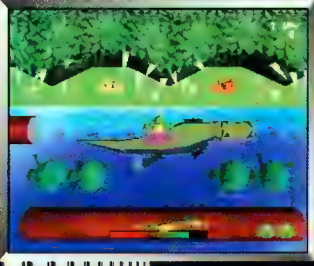
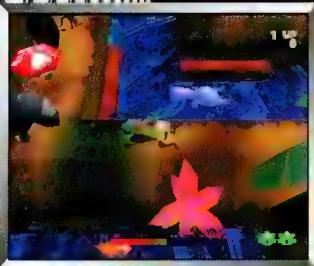
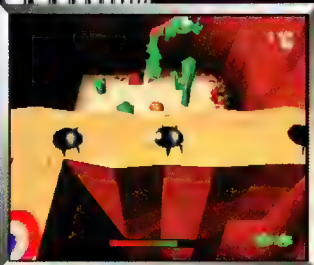
near your pupils dilate.



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Spotlight on:



In the early 1980's, long before the PlayStation was a twinkle in the eye of Ken Kutaragi (and long before pork was declared "the other white meat"), the Atari 2600 ruled the video game land. One of the most popular 800 publishers was, somewhat surprisingly, the venerable boardgame company Parker Brothers. The company produced dozens of best-selling carts for the system, both of original games and popular coin-op conversions. But after the Big Ol' Videogame Crash of '83-'84, Parker Brothers dropped out of the video game market almost completely. It released only a few titles over the next decade for the NES, Super NES and Sega Genesis (and all of those were "line extensions," or video games based on their already-successful boardgames).

Parker Brothers has since joined the Hasbro collective — which includes Playskool, Kenner, Tonka, and Milton Bradley — and the company is jumping back into the video game market big-time. Their lineup for the rest of '97 and early '98 includes three boardgame "conversions," a toy tie-in, and an updated version of the all-time classic Frogger, which was voted by three of PSExtreme's quintet of editors as one of the best ten games at E3. We decided to get a handle on Hasbro Interactive's past, present and future by speaking to Chris Dan, the producer of Frogger, and Tom Dusenberry, Hasbro Interactive's president and head cheese. Away we go:

PSExtreme: What do you think of the emergence as retro-gaming as a genre of its own?

Chris Dan: I think it's a good thing, only if the retro-game retains whatever made it great in the first place — its play pattern. I've been rather disappointed with some retro-games that come out and fallen short of that feel, or are more difficult to play because they're just straight 3D translations. I'm quite a fan of games like Pitfall: The Mayan Adventure, where they expanded the gameplay beyond

where it was, but retained what the original game had to offer. That's an example of a game that did it well.



Tom Dusenberry
President and CEO of
Hasbro Interactive

PSE: What have Millennium, the British developers of Frogger, worked on previously?
CD: Millennium worked on a PC game just released in the States called Creatures. They also did DefCon 5 for Data East [which we featured on our cover back in January 1996 — Ed.] and the James Bond series [a popular series in Europe, but only one of which was released in the U.S., converted to the Genesis by Electronic Arts — know-it-all Ed.].

PSE: How tough is it to work overseas?

CD: It's not difficult because I spend literally half my week in-house with them. I work out of London, and they're in Cambridge. I come back here [to the States] every couple of months. They're an excellent, very professional team, and they've brought me into their development family.

PSE: How much of the original game have you and the developers played?

CD: Let's just say a heck of a lot. I myself am not what's considered a grand master, but we do have a fellow, the lead tester on the project, who has played uncountable hours. Right from the beginning of the project, we sent him home every weekend with an emulated version, and every day in the office, he was playing the emulated version. He got all the way up to Level 15. I don't know anyone who ever passed Level 6 myself. And that's WITHOUT cheats. There are only 15 levels in the game, then it starts over at the beginning.

PSE: What additions are you making to the gameplay?

CD: The first natural addition was to take the game into 3D. The game is in a complete 3D environment, but it retains the original gameplay flavor and feel. Frogger is not a shoot-'em-up, it's an avoid-'em-up — and we're taking that all the way through, exploring it in a 3D environment. There are nine different worlds that you hop through, avoiding things all the way from suburbia to caves to jungles, and enemies like trucks, turnstiles, buffaloes and lawnmowers. Frogger has new abilities. There's a heat-seeking tongue, there's a power croak which allows you to summon friends, and there's a super-hop which allows you to surmount certain obstacles. It's not a cheat mechanism, but it allows you to avoid certain situations.

EXCLUSIVE

And there's a multiplayer mode, which allows four players to race simultaneously to the other side, just like in the original. It's really a fun component. We emphasize interaction, so the frogs can hop on each other, hold each other down. Imagine being held down when there's a truck coming, and as the truck gets to you, I jump off.

PSEx: Was a 2D viewpoint considered?

CD: Absolutely. We've been everywhere from a straight top-down view to a Mario-style 3D third-person perspective. Where we ended up is somewhere in the middle. It's very much a top-down view, because the play patterns demand that, and we didn't want the gameplay to suffer, but we wanted to show a bit of dimensionality. I'd say it's a top-down with a little angle to it. You have free rotation with the shoulder buttons, so you can look around and under bushes and trees.

PSEx: How did you become involved with Hasbro Interactive?

Tom Dusenberry: At Parker Brothers, we started with handheld products [such as] Merlin, and made the decision to get into video games. One of my first efforts was as a marketing assistant, then I was asked to go into sales, and I helped build an entire sales organization to sell Atari video games to different retailers. We did probably 50 titles. In 1983, we ended up having three of the top five titles: Q*bert at #1, Frogger at #3 and Popeye at #5. We had nine of the top 25 titles for 1983. [Then the crash] about bankrupted us.

My passion for the video game business never left. Every chance I had, I was trying to find an angle. We were a player on the NES business, with Monopoly and several other small titles, through Parker Brothers. In the Super NES and Sega Genesis era, we had two or three titles. But I always wanted to do much more than just line extensions. I wanted original content. The PC platform gave me the foundation to build a business, but the dream was to get into the dedicated game machines. When the PlayStation came along and we saw the technology back in 1992, we just needed an angle to get to it.

Back in the Atari era, when technology was so limited, you had to have great games. As the years went by, the industry got away from great gameplay and got more into multimedia features. And I have a belief that true

entertainment value is in the gameplay, not the multimedia experience. Frogger has one of the most addictive gameplay patterns I've ever experienced. Whatever level you play it at, you know you can do better. So when I had the opportunity to start Hasbro Interactive, the foremost thought on my mind was to bring Frogger back as a 3D game.

PSEx: Who produced the original coin-op Frogger?

TD: The original Frogger was developed by Konami, and Sega distributed the coin-op. Hasbro has the license through a direct relationship with Konami, the intellectual property owners.

PSEx: Tell us about Beast Wars.

TD: It's closely associated with Transformers, a toy line that's been around about 15 years. And I think Beast Wars is a phenomenal product. The classic good vs. evil concept, some very good gameplay, and the best developer in the world, Millennium. Sony just bought them!

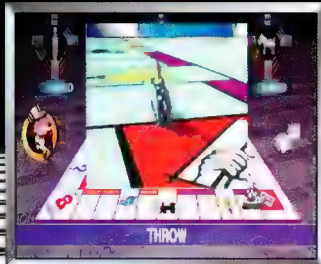
PSEx: Does this mean you'll have to find

another developer?

TD: Not at all. We have a great relationship with both Sony and Millennium, with opportunities for many years to come. They want to share their opportunities.

PSEx: And, finally, what about the "line extension" games of Battleship, Monopoly and Risk?

TD: Monopoly has proven to be a great success in whatever format it is translated to. We're very excited about the PlayStation Monopoly because it has classic gameplay and multimedia features that bring the fantasy to life. We also think that because of technology, a lot of the more mundane tedious aspects of the game can be done by the PlayStation — banking, trades, things like that. There's a benefit from that perspective as well. A lot of kids have such a PlayStation mentality [today] that the only way they'd play Monopoly is through a PlayStation. I have a ten-year-old who's a PlayStation addict. He doesn't sit around a board — he wants to play on the PlayStation.



MONOPOLY



FROGGER



BEAST WARS: TRANSFORMERS

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— Jimmy Johnson, Miami Dolphins

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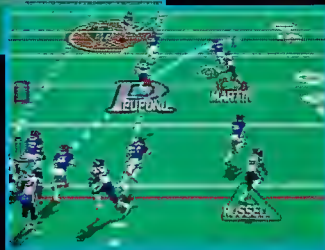
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Plus Customize Players and Teams, General Manager Mode, and Adjustable Real-Time Camera Movement Before the Snap.

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— Jimmy Johnson



Back-to-Back Super Bowl Championships

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JIMMY JOHNSON'S



Start Taking Notes.

October 1997

JERSEY DEVIL



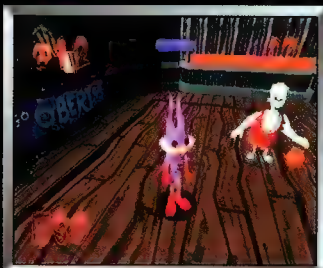
A newcomer to the video game industry, Malofilm Communications, has been involved in all areas of entertainment since the company's inception 27 years ago. Primarily known as a film development studio, Malofilm has recently expanded into the world of Interactive Entertainment, through its acquisition of Readysoft (Dragon's Lair, Space Ace), Megatoon Studios and MMI Multimedia Interactif. Jersey Devil is the result of the pooling of these game development resources, and this go-anywhere, 3D action/platform title is the maiden effort from the, Montreal, Quebec based, software publisher. We have been following this game over the past couple of months with much anticipation and, as one of the primary focuses of this month's three-part EXCLUSIVE section, we bring you

this glimpse into the world of Jersey Devil. The game finds Jersey Devil wandering the streets of Jersey City each night, chasing the sinister Doctor Knarf and his minion, Dennis the Pumpkinhead — in an attempt to bring a halt to their nefarious activities, before they transform Jersey City into a living nightmare. In order for JD to succeed, he must find, and eliminate, all of Doctor Knarf's secret laboratories, while doing battle with monsters and mutant creatures that attack our hero from all directions. A number of objects must also be discovered to give JD the bonus, energy and power points that are required to successfully complete the game.

Jersey Devil is looking to compete against the likes of Crash Bandicoot 2, Croc: Legend of the Gobbos and Gex: Enter the Gecko, in the wide-open character action game field. The game benefits from the cartoon animation abilities of the folks at Megatoon Studios and Readysoft, and from having a very unique look to the real-time 3D action found in Jersey Devil. There are 11 levels in the game, each large in size and scope — to the point where Malofilm believes that



EXCLUSIVE



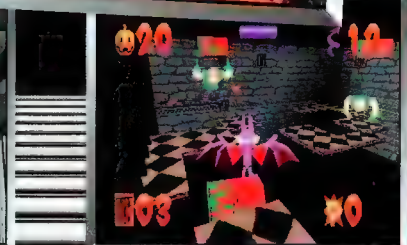
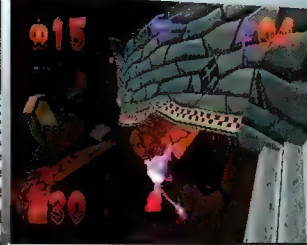
the levels will be very difficult to memorize. JD can run, lean glide, via his wings, jump and somersault, bounce on monsters and balloons, and drive vehicles and ride animals. In addition, the game features some great animated cut scenes that are similar in quality to those found in games like Space Ace and Dragon's Lair.

In the world of techno-speak, Jersey Devil runs in the PlayStation's 512 x 240 mode, at 30

frames per second, with a number of high-resolution, 8-bit textures (all of this goes under the technical term — lookus goodus). We have really enjoyed our time with the game, to this point, and feel that Jersey Devil's big strengths are its unique look, quality animation and smooth gameplay environment.

Malofilm is shooting to hit the streets with Jersey Devil before Halloween, and we look forward to evaluating the product in the November issue of PSExtreme.

Dave





NIGHTMARE CREATURES

ACTIVISION • AVAILABLE HALLOWEEN

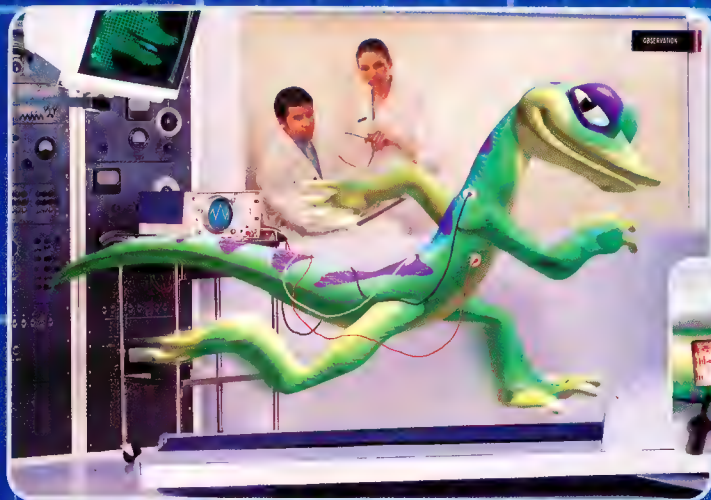


Nightmare Creatures is one of the coolest 3D exploration (and fighting) games we've seen this side of Ms. Croft. The good folks at Activision brought this game to the states from the French developers, Kalisto, and it may be one of their best decisions yet. The graphics in Nightmare Creatures are the perfect blend of 19th Century dreary London, with a touch of Disney's Haunted Mansion thrown in for good measure. The gameplay is lightning quick and, so far, it moves along at a pace that feels much faster than the 30 fps claimed by Kalisto. The characters have plenty of different moves and power-ups, including pistols and dynamite. Gore is the main theme in Nightmare Creatures, as the ghouls seem literally, to fall to pieces. Limbs get sliced off, heads go flying, and bodies get split in two, all in the name of adventure. You gotta like dat. We'll definitely have more on this game next month, but you may want to circle Halloween on your calendar — that's the day the game gets released in stores. How appropriate!



EXPECTING

WE'VE REBUILT HIM... MADE HIM STRONGER... FASTER... WE HAVE THE TECHNOLOGY

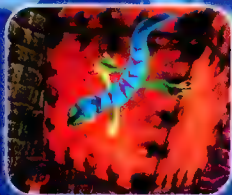
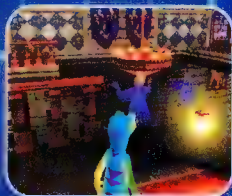


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GEX

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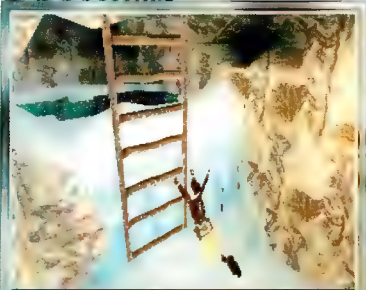
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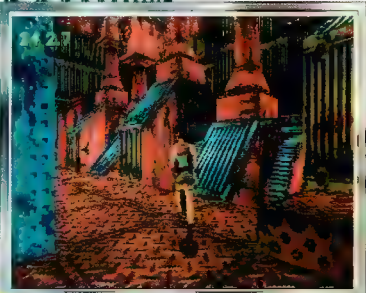
TOMB RAIDER 2

EIDOS • AVAILABLE NOVEMBER



Our friends at Eidos Interactive just made it by our offices the other day with the latest version of Tomb Raider 2. As you can see from these new shots, the game is coming along nicely and on schedule for its November release. New to this version were playable levels that included the snow covered slopes of Tibet, the sunken ship level and new areas of Venice that included a very cool opera house, complete with a working curtain and river running through it where the orchestra pit would normally be. Also new to this build was the new character art for Lara Croft — featuring many more polygons and much more life-like art and animation than in the original game. As of the close of this issue, both Dave and Greg have been able to play the Venice level, as far as possible at this point, and all they could manage to say was...

WOW! We expect much more information on Tomb Raider 2 to be made available to us for the November issue of PSExtreme... don't miss it!



EXPECTING

YOU'RE NEXT.



www.colonywars.com



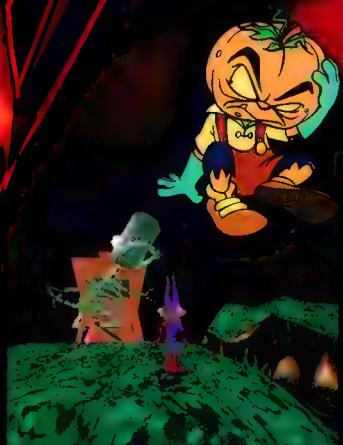
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COLONY WARS
EPIC SPACE CONFLICT

JERSEY DEVIL



- Multiple open 3D environments, tracks and rides
- Tons of action and puzzles
 - 20+ moves
 - 60 character models
- Supports dual-analog controller





THE BEAST IS LOOSE

"...looks to be one 'damned' fine game, and should prove one of the 'hotter' titles we'll see this fall season"

— *P.S.X.*, August '97

"The game uses large 3D levels in a variety of unique styles (...) filled with traps and enemies that pose a serious challenge to the player"

— *Next Generation Online*, May '97

"...lavish cartoon-style graphics offer gamers a fun-filled action platform experience."

— *PS Extreme*, July '97

JUST TRY MESSING WITH HIM!

www.malo.com

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A diabolical
product from
malofilm
interactive

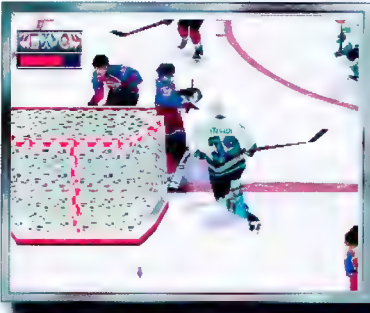
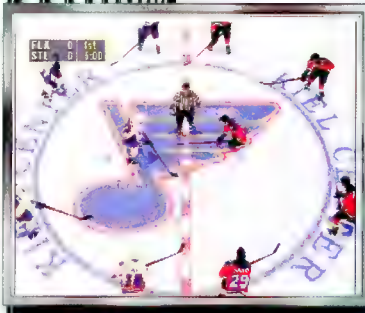
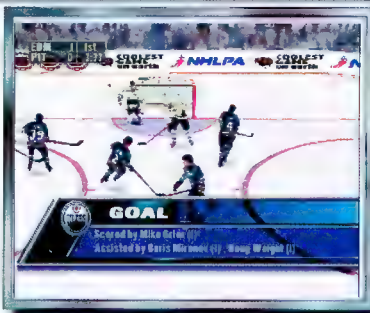


NHL FACE OFF 98

SONY • AVAILABLE OCTOBER



Here are the first shots of NHL Face Off 98 from Sony, and don't they look impressive? The new polygonal players have more than 300 polygons apiece, and yet Sony still manages to crank out a lightning fast 30 fps. The new improved look is also bolstered by the use of the PlayStation's hi-rez mode, a whopping 512 x 240 display. The sequel to last year's PSExtreme Platinum winning title also receives new motion captured moves that showcase backwards skating, a ton of new goalie saves, and on-the-ice fighting (complete with head-butts and uppercuts). There's also shaking plexiglass, names and numbers on jerseys (even for created players), new TV style graphical updates on pertinent statistics, and lots more. The preview version we have is about 60% done, and hasn't been fine tuned, but we can say that the players are moving smoothly, and it doesn't appear that any of the fantastic control from '97 will be lost. The November issue will feature a complete review, as well as reviews of NHL 98 & NHL Breakaway 98 — it should be a barn burner!

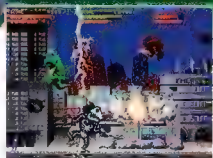


EX-PECTING

eat.
burp.
eat.
burp.
eat.
burp.
puke!



These guys know how to party.



RAMPAGE
WORLD TOUR™

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IN
:06 SECONDS,
THE COMPUTER
PILOT IN
ACE COMBAT 2
WILL SEND
YOUR JET
CRASHING
TO EARTH.

YOUR EGO
WILL FOLLOW
SHORTLY
THEREAFTER.



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Uh-oh.

ACECOMBAT 2

SUPERIOR ENEMY INTELLIGENCE

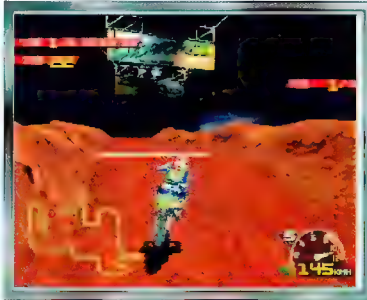


MOTO RACER

EA • AVAILABLE SEPTEMBER



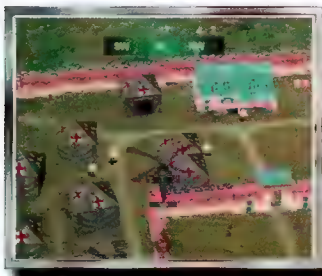
Racing fans rejoice! Electronic Arts and Delphine have teamed up to bring you a motorcycle racing game that brings back fond memories of games like Enduro Racer, Super Hang On, and Manx TT. Scheduled for a late September/early October release, Moto Racer has all the elements to make it a first rate racer: ten different tracks, two player split screen, dirt bikes and GP bikes, support of the new Sony Analog Controller, tons of different bikes to choose from, more than twenty computer opponents and, most importantly, blinding speed! Moto Racer is so darn fast, it feels like it's moving at 60 fps (frames per second). Racing in the first person perspective is an absolute thrill, with the sensation of "catching air" an experience second to none. While in the air, your biker can also perform tricks and, of course, wipe out in grand fashion (my personal favorite being the "end-o"). Moto Racer will feature the usual three modes of racing — practice, single race and Championship. We look forward to having a reviewable copy of this game and, therefore, a thorough review for your reading pleasure in the November issue.



EXPECTING

NUCLEAR STRIKE

EA • AVAILABLE OCTOBER

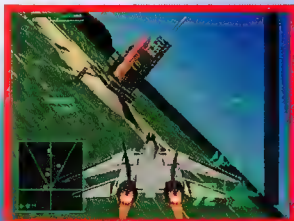


Now that the Soviet Union is all cleaned up, gamers can look forward to the tropics of Southeast Asia for the latest adventure in the strike series. Electronic Arts is bringing the fifth installment (second for the Playstation), "Nuclear Strike" out later this October. Some of the key new features in Nuclear Strike include the ability to operate thirteen different vehicles (ranging from harriers, tanks, hovercrafts and choppers), a new HUD (heads up display) for easy tracking of the baddies, and some of the coolest pyrotechnics this side of the 4th of July. For those of you that were smitten with the FMV characters in last year's Soviet Strike, you'll be happy to note that General Earle, Hack and Andrea, the reporter, are all back for an encore performance. For those of you that skipped over the FMV pieces, you'll be happy to note that the option is still available. There are five missions in NS and, as most of you will fathom, there are multiple objectives to accomplish within each of the levels. Keep it here.



ACECOMBAT 2

SUPERIOR ENEMY INTELLIGENCE



- The most realistic dogfights ever created for the PlayStation™ game console.
- Total 3-D polygon environment - fly freely and unload your arsenal with reckless abandon.
- Advanced artificial intelligence - cunning and calculating enemy pilots.
- 30 formidable missions - nearly double the missions of Air Combat.
- Awesome mission debriefings - dynamic diagrams and moving maps for surgical strikes.
- Secret planes and hidden missions - the better you fly, the more you'll reveal.

POWERED BY
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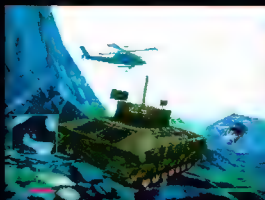
99 bullet-riddled bodies on the wall,
99 bullet-riddled bodies,
take one down, pass it around,
98 bullet-riddled bodies on the wall.
98 bullet-riddled bodies...



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Ah, the smell of napalm. The thrill of tearing across 10 different treacherous 3D battlegrounds. The exhilaration of climbing over boulders and ripping through streams. The joyous feeling of riding and guiding your missiles straight into enemy targets. Not to mention the beautiful sound of your arsenal blowing away tanks and downing helicopters in head-to-head combat. You better fasten your military-issue seat belts, you're in for the adrenaline rush of your life.

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**STEEL
REIGN**

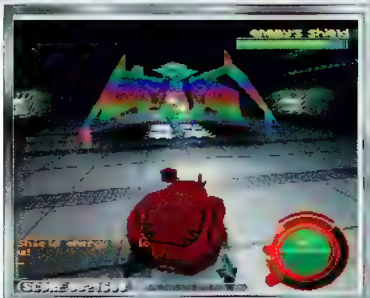


GHOST IN THE SHELL

T*HQ • AVAILABLE OCTOBER



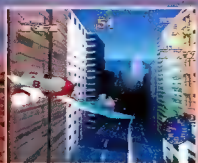
Ghost in the Shell is a new 3D action shooter from T*HQ, and the developers of the "Jumping Flash" series, based on an animated sci-fi feature film, as well as a series of comic books. The game is played out via first and third person perspectives, and features a unique climb on anything, go anywhere, play mechanic (much like Gex 2). Ghost in the Shell was a great surprise at the June E3, as the title had little media attention prior to the show — you can expect all that to change though, as the game should demand its share of attention this holiday season. The game is played out over twelve levels, ranging from sewers, to the high seas, to large storage facilities. From what we've seen and played, so far, we really enjoy the ability to climb up the side of buildings, hang upside down on the ceilings, leap over fences, and other blockades, and blast the crud out of everything on screen, while doing it! You gotta love shooters! Check out the complete review in our HUGE November issue.



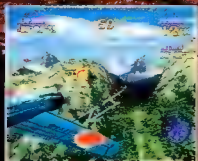
EXPECTING

BRAVO AIR RACE

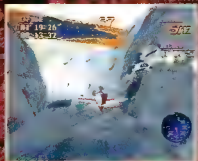
Anyone can race on the ground.



10 hot planes



3D courses



No roads anywhere

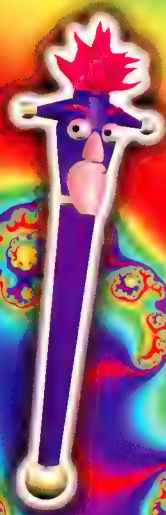


www.thq.com

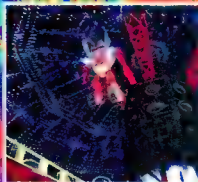
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Arriving in September



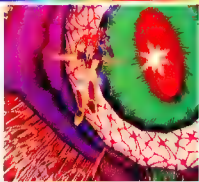
ID**EGO**

Satisfy all your needs, wants and...

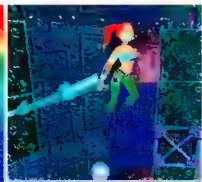


Pilot a giant mech through
warped 3D tunnels.

Descend into the all new psychotic world of Pandemonium 2 and twist real ty inside out. Explore a whacked-out psychedelic landscape with Nikki's insane double jump—then dominate w/th Fargus' maniacal attacks by hurling his viper-tongued side-kick Sid for skull crushing good times. Navigate the undulating 3D hyper-kinetic backgrounds 'til it turns your brain to puddin'. Hey.. it's a twisted new world of furious gameplay that'll devour you before you truly understand it. So have a good trip.



Nikki:



Long time, long good time.



Call 1.800.771.3772 for
Game Rating Information

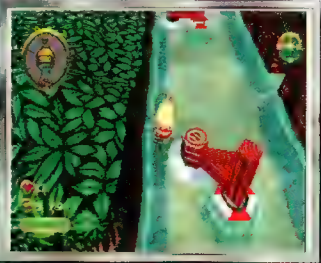
Pandemonium 2



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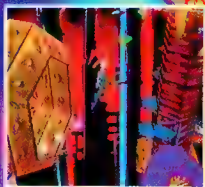
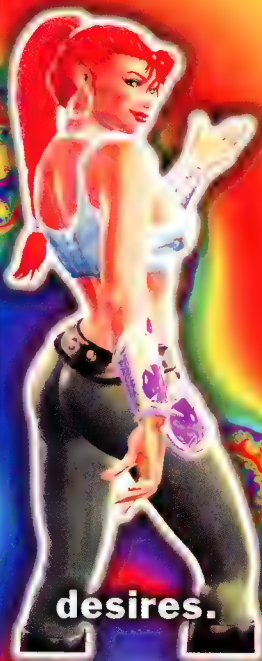
OVERBOARD!

PSYGNOSIS • AVAILABLE SEPTEMBER



"Dead men tell no tales..." and pirates can't be found anywhere other than Disneyland (and Disney World). Well, not any more, thanks to Psychgnosis. This interesting looking little title asks you to play the role of the Captain of a pirate ship, and search the world for a long lost treasure, while your arch-nemesis "Blowfleet" is hot on your trail. The game is played via an overhead, top-down perspective. There are numerous power-ups to gain along the way, such as more canons, mines, flame throwers, depth charges and a cool apparatus that turns your sailing ship into some sort of 16th century Hindenburg. There are five distinct worlds to traverse, plus many hidden and secret areas to find. Psychgnosis has put lots of humor into this game, with cute little "yahoo's" being blurted out every time you find a secret area, and frantic "arrgghh's" as your crewmen jump overboard when the ship catches fire. A vast, ye lilly livered swabs, you may hear more from Overboard! in the October issue of PSExtreme.

LIBIDO



Hidden bonus levels take you to funky new places.



CRYSTAL DYNAMICS

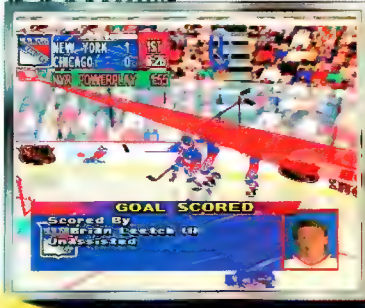


NHL BREAKAWAY 98

ACCLAIM • AVAILABLE OCTOBER



Acclaim Entertainment, Inc., a company best known for their arcade translations, is jumping head first into the hotly contested hockey simulation arena. NHL Breakaway 98 will offer hockey fans a boatload of options; so many in fact, that you can really consider Breakaway 98 a synthesis of arcade and simulation. The true catalyst of this ability is that the game offers up FIVE selections of game speed, so you're bound to find one that fits your hand/eye coordination skills. Next, every other conceivable feature has been put into the mix, such as the on/off selections for fighting, penalties, off-sides, line changes, fatigue, injuries and many more. Acclaim has put in the serious simulation facets of coaching strategies, allowing the gamer to choose from a multitude of offensive and defensive strategies. Graphically, NHL Breakaway 98 features full 3D arenas, along with polygonal players and referees. Look for the November issue to see how NHL Breakaway 98 stacks up against the old guard of Sony's NHL Face-Off 98 and EA Sports' NHL 98 — we should have a complete review of all three titles. Wow, let the checking begin!



EXPECTING

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NFL GAMEDAYTM 98



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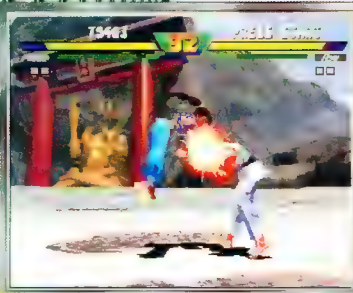
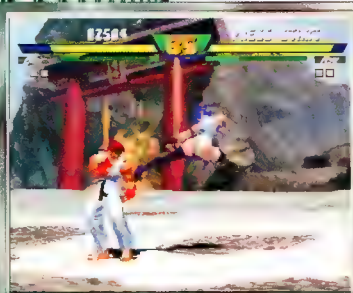


STREET FIGHTER EX

CAPCOM • AVAILABLE NOVEMBER

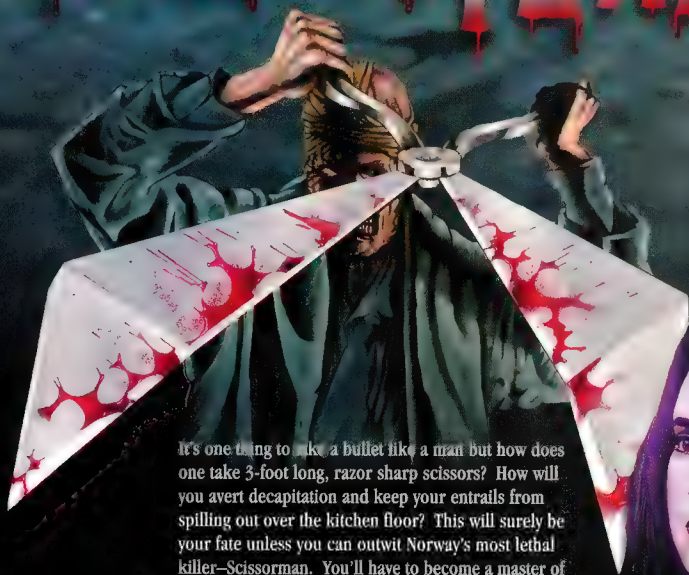


Capcom's long awaited entry into the world of 3D fighting, Street Fighter EX Plus, is coming home to the PlayStation this November. Based on the arcade smash, SF Ex will include some of the fighters from SFII, like Ken, Ryu and, everyone's favorite, Chun Li. In addition to these fighters, Capcom has pumped in another dozen plus competitors, each having some sort of bond to their 2D Street Fighter ancestors. From what we've played so far, Capcom has done a seamless translation of the arcade game, and the gameplay is comfortable with the standard Sony controllers. The combos are plentiful, and the multi-hits are thoroughly devastating. Capcom has done a fine job of keeping the colorful backgrounds, while introducing highly detailed, 3D polygonal characters. Our resident fighting expert will put Street Fighter EX Plus through the paces, in next month's EXRated section, so stay tuned.



EX EXPECTING

SHEAR TERROR



It's one thing to make a bullet like a man but how does one take 3-foot long, razor sharp scissors? How will you avert decapitation and keep your entrails from spilling out over the kitchen floor? This will surely be your fate unless you can outwit Norway's most lethal killer—Scissorman. You'll have to become a master of stealth and deception to avoid being cut to ribbons in this blood-soaked horror adventure.

- Five playable characters and ten different endings for super-extended replay value.
- Amazingly detailed, horrific graphics and special effects.
- Bone-chilling sound effects.

So grab your copy of Clock Tower™, turn out the lights, and pray.



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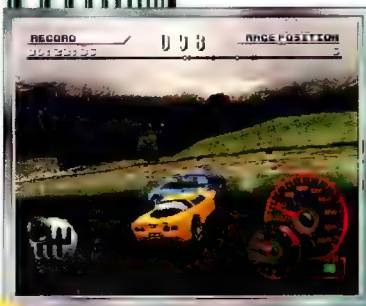
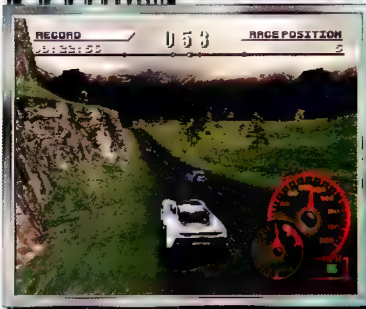




TEST DRIVE 4

ACCOLADE • AVAILABLE OCTOBER

Accolade delivered quite a surprise at E3 in the form of their new addition to the Test Drive series, Test Drive 4. This latest installment pits some of the most powerful muscle cars of the sixties against the high tech exotics of the present day. We just recently received the first playable version of the game and so far it's living up to its early promise. The game is only about 60% complete, but it gives a pretty clear picture of what the final product will look like. Test Drive 4 is set up much like the original Need for Speed with that pesky police officer always nipping at your heels, and opponents that race against you, and traffic clogging up both directions of the road. There will be six different locations to race in, including some of the steepest hills you've ever seen (San Francisco) and some highly detailed landscapes (the Alps & Black Forest). Test Drive 4 is about as fast paced a racer as we've seen and, by the time the game is finished, it should really haul.

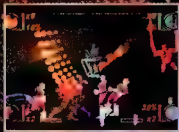


EXPECTING

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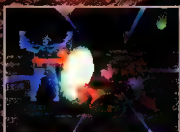
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Fantastic Four

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**INTERACTIVE BACKGROUNDS MEANS
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BATTLE THE EVIL DR. DOOM



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Acclaim

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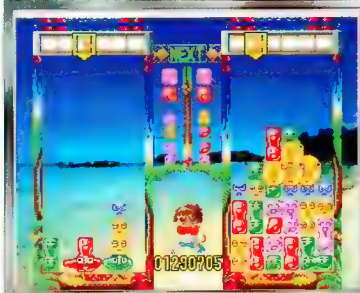


TECMO STACKERS

TECMO • AVAILABLE OCTOBER



Hey puzzle fans, are you feeling neglected? Tired of sitting around, waiting for someone to give you a reason to stop playing "Columns" on your Genesis? If so, Tecmo has the cure for what ails you. Yup, Tecmo is bringing out their new puzzle game, Tecmo Stackers, for the PlayStation this October. As with any good puzzle game, you can compete against the computer or a friend. There are six different computer opponents, and each of them react quite differently after they lose. In fact, the Japanese version had over a dozen characters, but some of them acted so rudely (when they lost), that they had to be trimmed from the U.S. version (we Americans don't go for any of that funny business, ya know). Tecmo Stackers will feature more than twenty challenging levels and has some neat little effects like Chain Reactions and Mystic Quads that do severe damage to your opponent. Look for Tecmo Stackers to appear in the EXRated section soon.



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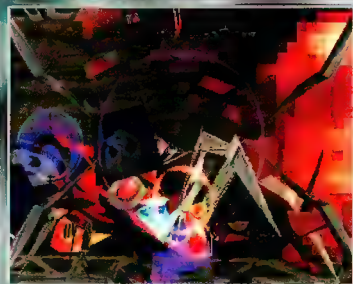
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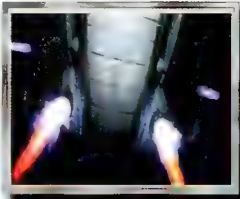
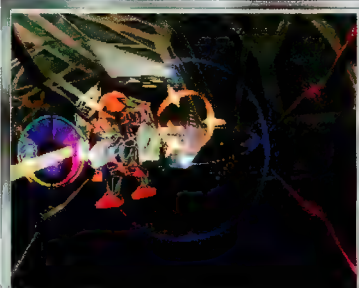
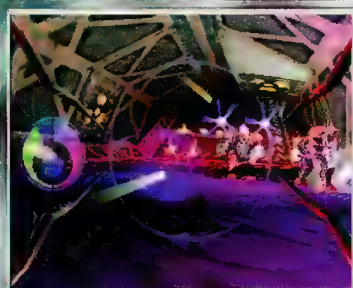
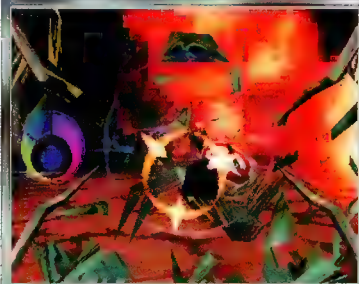


SHADOW MASTER

PSYGNOSIS • AVAILABLE NOVEMBER



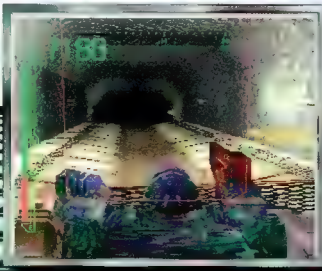
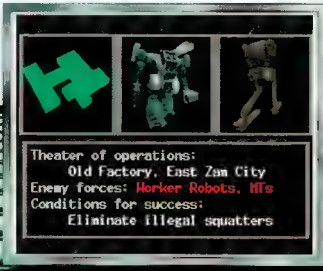
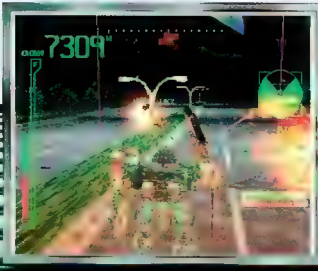
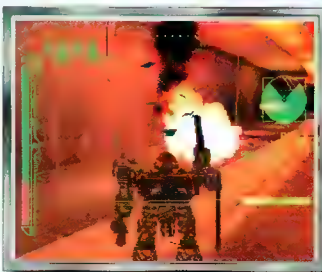
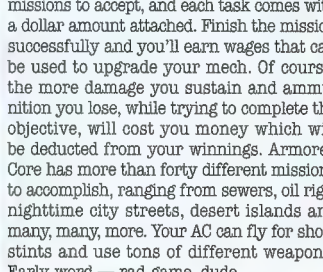
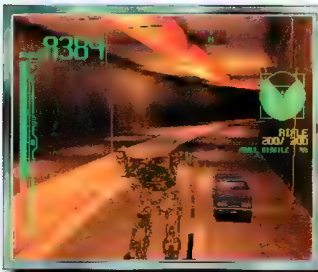
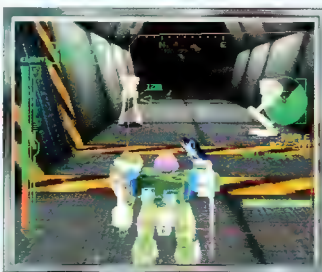
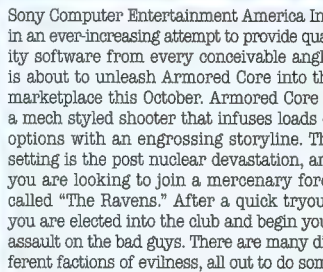
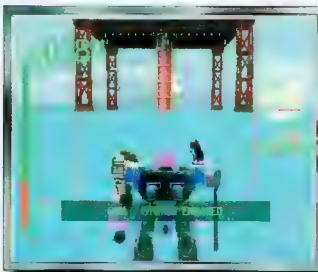
Psygnosis brought in renowned fantasy artist Rodney Matthews to help create some out-of-this-world environments for their new shooter, Shadow Master. This real time, first person, 3D shooter has over sixteen levels filled with power-ups, special lighting effects and remarkable explosions. Some of the different terrains include a picturesque world with lush forests and deep blue lakes, a seascape with active volcanoes and a dried-to-the-bone desert. As the gamer progresses through Shadow Master, the alien beings become increasingly nasty, and there are literally dozens of different space freaks to contend with. Battling across the seven different worlds, in search of the head bad guy, you can expect to see some of the most engrossing visuals ever displayed in a shooter, thanks to the visionary creations of Mr. Matthews. As always, we will bring you the latest and greatest info on Shadow Master as it becomes available.



EXPECTING

ARMORED CORE

SONY • AVAILABLE OCTOBER



Sony Computer Entertainment America Inc. in an ever-increasing attempt to provide quality software from every conceivable angle, is about to unleash Armored Core into the marketplace this October. Armored Core is a mech styled shooter that infuses loads of options with an engrossing storyline. The setting is the post nuclear devastation, and you are looking to join a mercenary force called "The Ravens." After a quick tryout, you are elected into the club and begin your assault on the bad guys. There are many different factions of evilness, all out to do some sort of damage. The gamer can choose which missions to accept, and each task comes with a dollar amount attached. Finish the mission successfully and you'll earn wages that can be used to upgrade your mech. Of course, the more damage you sustain and ammunition you lose, while trying to complete the objective, will cost you money which will be deducted from your winnings. Armored Core has more than forty different missions to accomplish, ranging from sewers, oil rigs, nighttime city streets, desert islands and many, many, more. Your AC can fly for short stints and use tons of different weapons. Early word — rad game, dude.



Theater of operations:
Old Factory, East Zam City
Enemy forces: **Horner Robots, NIS**
Conditions for success:
Eliminate illegal squatters

NFL GAMEDAYTM vs 98



MADDEN 98



by Dave Winding

THE PRE-GAME SHOW:

If you're a sports fan and were reading PSExtreme about this time last year, you probably remember our reviews of GameDay '97 and Madden 97. To say that this subject sparked a little debate and touched some nerves is an extreme understatement. In my opinion, and the majority of the critical gaming press, GameDay '97 was clearly the superior product, but there were many readers and Madden fans that were upset with this conclusion. Because of the incredible amount of interest in, and competition between, these two products, I've decided to do things a little differently this year. Over the next four pages, you will be presented with a five category, head-

to-head analysis of the two products' strengths and weaknesses. We take a look at everything from the playbooks and computer AI, to the pre-game show and the nature of the statistical databases. Each of the five categories will have a winner, signified by "Advantage: (Name of Game)", thus allowing us to scrutinize the two games in even more detail than we did last year. After each of the categories has been analyzed, we will finish with a summary of each game and give the final score for each, with its appropriate special metal awarded. For the purpose of this critique, both games were played for a full season, using the San Francisco 49ers, on the middle difficulty setting (Madden: Pro, GameDay:

Veteran), with injuries turned off (who wants to lose their favorite players during the season?). Which game should you buy? That's what we're here for ... let's play some football!

FRONT-END/PLAY-BY-PLAY, ETC.

Madden 98: The best thing about Madden 97 was the fly-through of New Orleans (the site of last year's Super Bowl). This year, the idea is pretty much the same, but the location has been changed to reflect the site of the 32nd Super Bowl — San Diego, California. In season play, you are then given James Brown's studio chatter, along with some Summerall/Madden pre-game analysis and observations (some features are also available in exhibition and tournament play). All in all, pretty much the same as last year — Madden and Summerall talk about generalities that have nothing specific to do with the game you are playing, you only see JB prior to the first game of the season, then again during the playoffs, Red Casham comes in for the coin toss and you're into the game. A lot of cool window dressing, but the downside is a lot of CD loading time. What's new is Pat Summerall doing play-by-play for the game. Although the phrasing is a little bit reminiscent of Sega's Sportstalk system on 16-bit, it's really a pretty cool addition to the Madden game, and gives it a nice touch of realism, to the point where Pat will actually summarize some of your bigger statistical days — as opposed to John's color commentary, which is often wrong, almost always generic, and sometimes just weak.



GAMEDAY 98: GameDay '97 was pretty bare-bones with the front-end candy — the trade-off being that you were able to get into game-play much quicker. The FMV video that brought the game to life was cool and worth seeing once but, if the GameDay series can be criticized in one area more than any other, it would be this one. The GameDay development team has, in the first two games of the series, concentrated on building a football engine while all but ignoring the "niceties" of the front end and all those

EXTREME

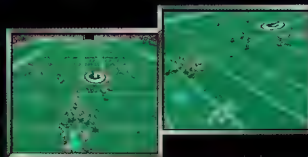
little broadcast touches that have been bread-and-butter for the Madden series over the years. This time around, they have made an attempt to pretty-up the glue screens and the new intro video is absolutely awesome — one big hit after another. There are no voice-overs during the intro, and it would have been cool if some big, booming voice had welcomed us to GameDay 98, but the cheerleader winning screens are not to be missed (well, actually ... you CAN'T miss them). The in-game announcer is basically the same as last year, with limited commentary, and the statistical updates are presented in the play calling screen and don't feature player pictures. During season play, the PA announcer will track player performance on a particular play, but will not give you total game performance, and there are no season statistical totals. The positive side of this is that it makes for fast game-play, but it isn't as polished as the NFL style presentation that Madden 98 uses.



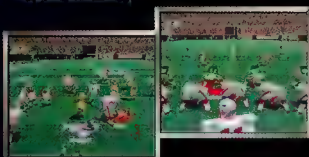
ADVANTAGE: MADDEN 98

STADIUM/BACKGROUND GRAPHICS/CAMERAS:

MADDEN 98: Madden 98 retains the basic look of last year's game with a few nice improvements that include a rotating camera at the line of scrimmage (the better to see wide-outs with). The game's 3D engine is faster this year, allowing for better control and smoother gameplay, but the available camera angles don't bring you close enough to the action and, as has consistently been the case in the Madden series, you feel more like you're watching the game than playing it. There are a few things that bug me in this category — namely that the design team continues to believe that we want to waste time watching the referee chase down the ball after a long incompleteness, and then have the distinct pleasure of watching him drag his ancient carcass back to the line of scrimmage. Also, the game forces you to wait while first down measurements take place ... zzzzzzz! The play calling screens are easy to use and look sharp, as do the player and game update screens.



GAME DAY 98: The new GameDay benefits from an upgrade to the PlayStation's 512 x 240 mode (the same one that the new Madden and last year's model have made use of) and from some thoughtful re-tooling of the game's camera system. The tangible results of the move to high-res are most visible in the logos that anchor the field(s) of play and in the signage that adorns the stadium walls. The design team has also made an effort to increase the sideline activity, with camera booms, reporters, etc. populating the stadiums. The stadiums look great, but the most significant improvement in this category comes in the camera system. To better show off the polygon players, the default camera (there are six different ones from which to choose) comes in snug to the line of scrimmage, then allows the offensive player (via the R1 button) to pull the camera back to see his wide-outs. Once the ball is snapped, the camera pulls back, then zooms back in once the exchange is made to the running back or, when passing the ball, will follow the ball down the field, stopping just before the potential point of reception. It works great both in "GameDay Cam" and "Quarterback Cam" and really shows off the quality player animation. Play calling and informational screens are informative and easy to use, but not as graphically pleasing as those found in Madden 98.

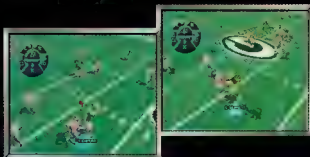


ADVANTAGE: GAMEDAY 98

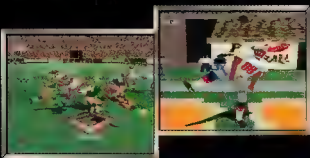
PLAYER ANIMATION/MOVES

MADDEN 98: This is one of two areas in Madden 98 that are really hurtin' — and that suffer dramatically in comparison to GameDay 98. For all of EA Sports' marketing hype about "V-Poly" technology (gamespeak: what it really means? A few more frames of sprite animation. They actually trademarked this, by the way ... anyone remember Sega's "Blast Processing Technology"?), the end result is 1.6-bit animation in a high-resolution environment. The sprite-based players don't look as good as GameDay's did last year. Also, because of the increased frame rate in the game's 3D engine, the players move a lot faster — like a bunch of little Charlie Chaplin(s) double timing it to the line of scrimmage. The Madden team has included new player moves this year, including "Touch Passing" (also trademarked), separate right and left-armed stiff arms (last year,

they were combined with the speed burst button) and a "Swim" move on defense. Nice additions, all, but nothing that wasn't done better in GameDay '97. The bottom line in this category is that, with GameDay 98's jump to polygon player animation, the player movement in Madden 98 looks that much older and out of date.



GAMEDAY 98: Who said it couldn't be done? The GameDay team has accomplished what nobody thought was possible on the PlayStation — put 22 polygon players on the field and maintain 30 frames per second animation. The result? Incredibly lifelike player movements that are fast, fluid and detailed (check out the helmet logos) — with virtually no speed or performance lost, in comparison to the spot-on player control that has been the trademark of the GameDay series. Not content with just putting a better looking player on the field, GameDay 98 features additional player animations for tight-rope the sideline after a caught ball and new animations for hurdling, power dives, jukes, stiff-arms, swims, one-handed catches, on the run passing animations and more. All of this with no slow down or game-play delays while you wait for an animation to finish (a problem that has plagued almost every polygon character-based sports title to date). There are a couple oddities — like the fact that players still stop at the goal line when penetrating the end zone for a score (kind of cuts down on the drama), and the kick-off animation is extremely brief, but nothing that really detracts from the overall quality of the player animation.



ADVANTAGE: GAMEDAY 98

GAMEPLAY/COMPUTER AI/PLAYBOOKS:

MADDEN 98: The frame rate boost is the single biggest improvement to Madden 98 — manifesting itself in much better character con-

trol. The on-screen players react much quicker to input on the gamepad and the players don't skate around the field like they did last year. The computer is also a better opponent this year than last, although not by much. The game is definitely more fun to play, with the previously mentioned Touch Passing system allowing for much better feel and control in the passing game, better individual player control and better game-play on defense. The computer AI is improved, and it will keep you from succeeding on EVERY play. Unfortunately, you can move at will at least 50% of the time, on the "Pro" difficulty setting. "Madden" difficulty allows less success, but it does this by creating more turnovers and rushing the passer more ferociously — not by making the defenders "smarter".

My main complaint, over the years with the Madden series of games, is that it has been football on auto-pilot. It is a little tougher to beat the computer this year, but the game hasn't become any more competitive, it just kind of happens. My season? Try 16-0 without one challenging game (see screen shots). The kicker ... I played through the entire season calling only two plays on offense — picked at random (Pro Form-Normal-All Streaks & Shotgun-Normal-WR Post Corner), and four different plays/formations on defense. Oh, yeah ... I didn't punt once all season, always went for the 2 point conversion and never attempted a field goal. See "Season Play" for more details.

Playbook-wise, Madden 98 has five different defensive formations, each featuring 12 different plays, five different offensive sets, featuring a total of 21 different formations and 263 different plays (or variations of plays), and 16 special teams plays.

TEAM	PRO FORM	NO.
ATLANTA	16-0	16-0
BALTIMORE	16-0	16-0
BUFFALO	16-0	16-0
CAROLINA	16-0	16-0
CINCINNATI	16-0	16-0
CLEVELAND	16-0	16-0
DENVER	16-0	16-0
DALLAS	16-0	16-0
DETROIT	16-0	16-0
INDIANAPOLIS	16-0	16-0
KANSAS CITY	16-0	16-0
MINNEAPOLIS	16-0	16-0
MIAMI	16-0	16-0
NEW ENGLAND	16-0	16-0
NEW YORK	16-0	16-0
OAKLAND	16-0	16-0
PITTSBURGH	16-0	16-0
SEATTLE	16-0	16-0
ST. LOUIS	16-0	16-0
TAMPA BAY	16-0	16-0
TENNESSEE	16-0	16-0
WASH. STATE	16-0	16-0
WASH. REDSKINS	16-0	16-0
WIKI	16-0	16-0

GAMEDAY 98:

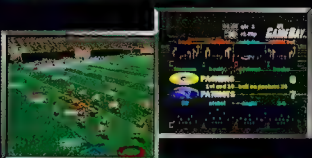
The best news for GameDay fans is that all of those cool polygons mentioned above did not come at the expense of gameplay. The split-second timing and helmet-jarring hits that have become the hallmark of the series are still intact and player control is excellent. The computer opponent plays an aggressive, physical game that requires the human player to be on his toes

at all times. In full season and exhibition play, on all difficulty levels, I have found no money plays and, more often than not, the games have been competitive — with a proper statistical balance, into the fourth quarter. On offense, you have to take the computer defense on with a balanced attack of running and passing plays and, when throwing the ball, you have to quickly find the open man — there is very little success to be had in "locking-on" the primary receiver. You will also fail if you call the same play over and over again. The GameDay 98 design team has succeeded in making a VERY competitive game of human vs. computer football, and the intensity you feel when trying to pick up the open receiver is akin to the rush you get when trying to succeed in the best driving or one-on-one fighting games. When the computer punches, you have to have a successful counter-punch or you will not win.

On defense, you must rely on situational play calling — trying to out-guess your computer opponent. The game still emphasizes the risk-and-reward nature of trying to dive and spear the pass receiver — as opposed to Madden 98, where the smart way to play is to try and knock down, or intercept, the pass. While you can succeed trying to knock the ball down, good timing on your spear/dive move will consistently give better results. Realistic? Probably not, but it is a hell of a lot of fun — to the point (and I know I've said this before) where you can "feel" the hits. I've also said this before, but it remains true; GameDay 98 is the ONLY pro game where playing defense is just as intense and, more importantly, just as much fun, as playing offense. One negative — it is a little too easy to block PAT attempts and field goals.

Playbook-wise, GameDay 98 features 11 different offensive formations, featuring 12 plays each — for a total of 132 plays. In addition, the plays can be flipped for strong side/weak side play calling (producing a total of 264 offensive plays). On defense, there are 10 different formations and 12 plays per formation, for a total of 120 defensive plays. In addition, there are 6 plays on special teams — defense and 8 plays on special teams — offense.

ADVANTAGE: GAMEDAY 98



SEASON PLAY/STATISTICAL DATABASE:

MADDEN 98: Before I even begin to analyze my season, I have to make one comment about the Summerall/Madden video interaction before each game during season play. Prior to each game, Pat comes on and asks; "So, John, what do you think about the 49ers today?" John, who apparently couldn't be bothered to spend enough time to offer his thoughts on each NFL team, in spite of the monda bucks this licensing arrangement has brought him over the years, offers some lame, generic "analysis" of what my 49ers need to do to win. Now, this is something that I wouldn't normally mention as a negative but, when John, before the 7th game of my season, started talking about "the offense needing to go deep more", I laughed uncontrollably. After 6 games, Young had 3,400+ passing yards and 33 TD's — most on bombs to Jerry Rice! Thanks for the input, John! As you may have guessed from the statistics I just mentioned, I pretty much lapped the league in almost all statistical categories — with the exception of rushing the ball, but the running game has always been non-existent in the Madden series, why would I expect this year to be any different? I never kicked the ball, so there wasn't anything to report in those statistical categories, either. Other than that, nobody was even close. I was offensive player of the week 16 out of 18 weeks (losing only when the 49ers didn't have a game), and defensive player of the week five times. Things that became irritating: watching the referee flag down the ball after a long incompletion, then run it back to the huddle, first down measurements that can not be terminated — you have to sit and watch it every time. As I mentioned earlier, I used only two plays during the entire season — one the first half and one the second. The computer opponent, although it had the ability to hang with me 50% of the time, gave up the other 50% — as opposed to GameDay 98, where, if you continue to call the same play over and over again, the computer will recognize your tendencies and shut you down.

The weird thing is that, as weak as the computer was, I still had a decent amount of fun playing the game. My goals changed from winning the Super Bowl to seeing if I could throw 100 touchdowns in a 16 game season (see screen shots), how many yards passing I could accumulate in a single game, etc. The problem is, as a game reviewer, I HAD to find something to

EXTREME

keep me entertained, you don't. But this doesn't negate the fact that the database in Madden 98 is very impressive. As I was rolling up all those huge stat's, I couldn't help but be overwhelmed by the sheer number of statistical categories tracked during season play. Individual player stat's (leaders — not every player on every team) are extremely deep and team statistics include such arcane categories as 4th down %, Red Zone performance, Hurries, Fumbles Caused, etc. An offensive and defensive Player of the Week is chosen after completion of play each week during the season and the game features complete General Management features, including player trades, a player draft and the ability to create a player. In addition, if you own EA Sports' "NCAA Football 98," you can import your players from that game.

One last thought on Madden 98 season play; my playoff tree ended sending my 49ers into the NFC Championship game against the Detroit Lions? The Lions beat the Packers 23-20 in their Divisional Playoff game. Yeah, right ... THAT could happen! Oh, and I scored so many points and threw so many touchdown passes in my Divisional Playoff victory over the Cowboys that Pat hadn't even recorded any numbers that could keep up (over 500 yards passing in the first half!). End result: 100 points scored in the game by my 49ers, with 780 passing yards and 13 touchdown passes — ouchhhh.



GAMEDAY 98:

The two games couldn't be more different. While most of my fun in Madden 98 came from seeing what kind of stat's I could rack up during season play, the fun in GameDay 98 came from the season-long chess match that found me trying to out-play, and out-wit, every computer controlled team. No game was easy, although I finished my season at 12-4 — almost every game was a struggle to the end, and the statistical balance was near-perfect. Check out these stat's: Steve Young threw for about 3,000 yards, with 22 touchdown passes. Garrison Hearst ran for a little over 400 yards and Jerry Rice caught 70 balls on the year. If anything, these statistics were a little on the low side, when compared to the 1997 "real" NFL season. In addition, the NFC Championship game featured my 'Niners against the Carolina Panthers — a much more likely game than facing the Lions. In all, my GameDay season was a far more realistic experience than I had in Madden

98, and a heck of a lot more fun. While it was cool to rack up the stat's — it was more rewarding to win the 12 games that I did, and feel that I really EARNED something by making it into the championship.

Features-wise, the in-game commentator offered summations of each play, but had no memory for the season — one of Madden 98's better features, and he would, from time-to-time, make the wrong call ... things like "Hearst makes the catch for a six yard gain", and it was third-and-four and, somehow, I didn't make the first down? This incident was not entirely the fault of our PA announcer, however, as instant replay revealed that, at times, the computer does not mark the ball based on forward progress — but on where the ball hits the ground. In GameDay 98, you get pushed back a lot by the defense, resulting in the ball hitting the ground about 2-3 yards behind your forward progress. In terms of the statistical database, GameDay 98 has all the basics covered, both in terms of individual rankings (they directly effect Pro Bowl voting — played after the Super Bowl, of course), and team statistics. In addition, the game features player management that includes create player, draft and sign free agent options. But the database is not as deep as the one found in Madden, nor as graphically pleasing. There are 8 different leaders categories in GameDay 98, with a total of 23 individual offensive and defensive stat's tracked during season play. On a team basis, there are four different categories tracked, and seven on defense. This is much lighter than the Madden 98 database — although it does save you a lot of space on the ol' memory card, taking a paltry 3 blocks — as compared to Madden 98's 7 blocks. Lastly, one of the cooler features of season play in GameDay 98 is the Easter Egg. These codes unlock different special features in the game and are awarded after every human-controlled victory during season play. Also, I can't leave season play without mentioning a cheap, yet glorious, thrill that comes with each hard-fought victory during season play — the super high-quality cheerleader FMV that comes on after a win ... to quote NBC's Dick Enberg ... "OH-HHH MYYYYYY!"

ADVANTAGE: GAMEDAY 98

PRO BOWL VOTING	
Player Name	Votes
Steve Young	100
Garrison Hearst	80
Jerry Rice	70
Tim Lincecum	60
Tim Lincecum	50
Tim Lincecum	40
Tim Lincecum	30
Tim Lincecum	20
Tim Lincecum	10
Tim Lincecum	5
Tim Lincecum	1

POST-GAME WRAP-UP:



Ah, the final decision ... Although Madden 98 is an improvement over last year's version, it is still not enough. Madden 98 scores points for its great shell and glue-screens — it still has the frosting, but the cake needs to go back in the oven. When you couple the way-too-easy gameplay with the now-antiquated sprite-based characters, Madden 98 comes up short in four out of our five rating categories. Its big strengths are an improved passing system, better player control, and an excellent statistical database — and that EA Sports broadcast look and feel.

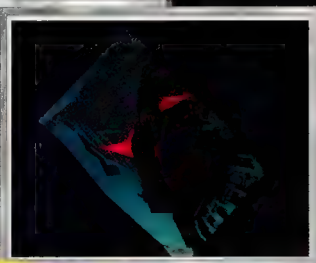
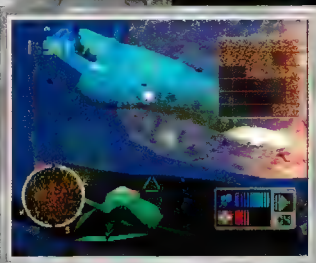
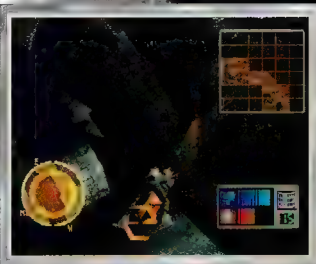
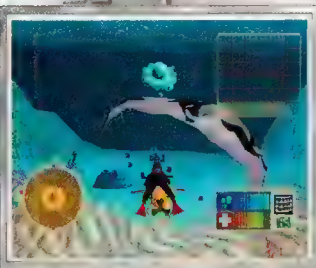


The GameDay series remains the gridiron champ with GameDay 98. While there are a few things we would like to see in next year's model, the outstanding polygon player animation, excellent play-control and extremely competitive computer opponents make GameDay 98 THE game to play. There is no better simulation of the real thing.



TREASURES OF THE DEEP

PUBLISHED BY NAMCO — DEVELOPED BY BLACK OPS



It's very unusual for Namco to venture outside their own in-house stable of Japanese developers. Traditionally, they've taken a somewhat calculated and formulated approach when deciding what games to develop and release for the PlayStation — which typically means sticking with highly accurate conversions of their most popular coin-op titles. It's easy to see that this formula has worked considerably well for them, yet with *Treasures of the Deep*, developed completely in the US by Black OPS Entertainment (who also developed Virgin's *Agile Warrior F111X* and *Black Dawn*), they've taken a different approach and are banking on the talents of these American-based programmers to maintain the high-quality reputation that Namco of Japan is well-known for. After spending the better part of two weeks playing this underwater adventure, one can clearly see why they've deviated from the norm.

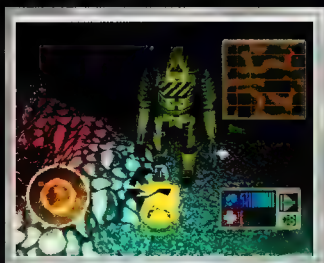
Treasures of the Deep is the type of game that you can really sink your teeth into. You know the type: where you sit down to play, maybe around six in the evening, and are instantly hooked. The next thing you know, the sun's coming up, your bladder is begging to be relieved and the blood flow to your legs has completely stopped from not moving from the same spot for over 11 hours. Needless to say, there's a lot to this game and it's more than your typical 3D shooter that



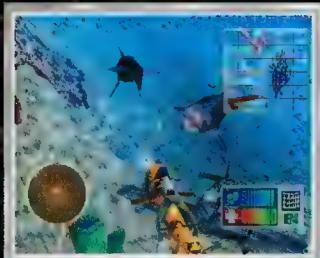
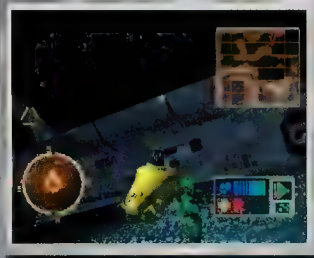
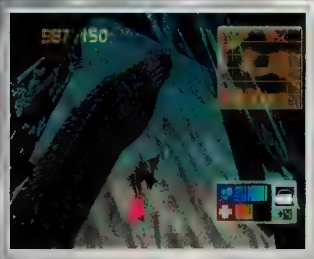
just happens to be underwater.

The objective of *Treasures* is to hop onto (or into) your submersible craft and take on a huge variety of missions that find you collecting valuable sunken treasures, battling a variety of bad guys, saving endangered marine wildlife, exploring huge underwater levels, navigating hostile surroundings teeming with great white sharks, strange sea creatures and environmental hazards, and uncovering the many secrets the ocean has to offer.

Each mission is broken down into separate objectives which vary from level to level. For example, in level three, *Hitler's Gold*, the first goal is to deliver and detonate a ticking nuclear bomb to a huge boulder which blocks your passage to the rest of the level — all the while navigating through a maze of tricky canals, while fighting strong opposing currents. The next objective is to retrieve and collect numerous crates of gold, strewn about the ocean bottom, while dealing with man-eating sharks. Then, you have to blow up Hitler's long, lost cargo plane (which just happens to house the one-and-only Holy Grail) and avoid a huge Octopus, in order to get to a cache of ancient Greek vases. Finally, if you want to uncover all of the secrets, you'll probably want to go back into the level to find the piece of a stone tablet that you must collect to presumably open the game's final level. Time spent on any given mission can range from five to ten



RATED

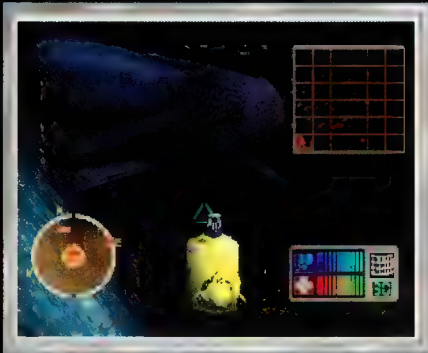


minutes to a half an hour or more and it's easy to be impressed by the amount of time Black Ops must have put into the well thought-out levels and game design. In addition, there are a variety of different weapons and items, including nets, that you jettison at a target, that wrap around the item, at which time, a balloon inflates to take it up to the surface. There are also a variety of missiles, bombs, mines, health kits, air tanks, flares, night-vision goggles and welding torches — all can be found and discovered throughout each level as well as purchased beforehand with the gold bars, coins, medallions, etc. you collect along your quests. You can/must also buy and sell from a pool of eight different submersibles, each with their own specific strengths and weaknesses, depending on how deep you are diving, the type of enemies you'll be facing, your mission objectives, etc.

Clearly, to date, no one has even come close to capturing the underwater environments as well as *Treasures of the Deep*. With the combination of realistic water physics, incredibly authentic sound effects — from the exhale of oxygen out of your respirator to the chirps, walls and moans of the variety



of sea-life you encounter (which include whales, dolphins, eels, seals, killer whales and more — each indigenous to the actual part of the world they inhabit) — and an amazing and believable graphic

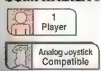


engine, *Treasures of the Deep* will impress even the most jaded gamer. Add to that a great musical soundtrack that goes from new-age to dramatic, movie-quality scores and it's obvious you've got a winner on your hands. With that said, I can only give *Treasures of the Deep* the illustrious "Gold status" it deserves.

Greg

PS THE BOTTOM LINE EXTREME 94%

COMPATIBILITY

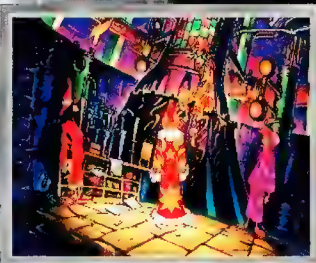


Clearly, to date, no one has even come close to capturing the underwater environments as well as *Treasures of the Deep*. With the combination of realistic water physics, incredibly authentic sound effects on an amazing and believable graphic engine, *Treasures of the Deep* will impress even the most jaded gamer. Add to that a great musical soundtrack that goes from new-age to dramatic, movie-quality scores and it's obvious you've got a winner on your hands. With that said, I can only give *Treasures of the Deep* the illustrious "Gold status" it deserves.



DISCWORLD II

PUBLISHED BY PSYGNOSIS — DEVELOPED BY PERFECT ENTERTAINMENT



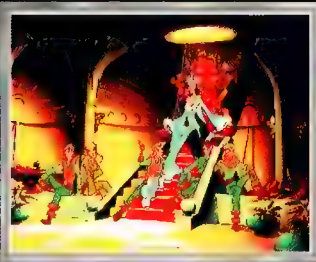
We never reviewed the original Discworld, one of the very first PlayStation games available during the system's launch in late 1995. So, here now, the Cliffs Notes summary: Discworld was a conversion of a point-and-click PC adventure game based on the world of the whimsical fantasy novels of British writer Terry Pratchett. You played the part of Rincewind, a bumbling magician who'd been assigned to protect the city of Ankh-Morpork from what everyone thought was a nonexistent dragon, but which turned out to be rather too real. With its very British, very "punny" sense of humor, Discworld was about as far away from the Beavis & Butt-head school of yuk-yuks as you could get, and it was absolutely jam-packed with maddening puzzles (mainly due to the lack of proper hints) and cheeky dialogue (Monty Python vet Eric Idle provided the throaty tones of Rincewind).

Discworld II is very much like the first game: it's also a PC conversion, it's from the same development group, it has the same style of puzzles and dialogue, and it's a point-and-click adventure game, a genre which arguably doesn't belong on the whiz-bang PlayStation at all. Let's be real, gang: We don't buy Sony's nifty gray game boxes to play slow-



paced adventure games like Discworld II. We buy them for action/adventures like Resident Evil and Tomb Raider, or action-heavy RPGs like Wild Arms and Final Fantasy VII.

The silly storyline is this: Rincewind, while attempting to defuse a bomb strapped to a donkey cart (!), sets the thing off instead. The explosion sends Death himself — who was just passing through, I guess — to a tropical paradise, where he falls in love with the climate (and scantily-clad chicks) and decides to quit his day job of hauling souls to the hereafter. This causes a bit of a problem, with a backlog of dead people sticking around and stinking up the place. Rincewind is recruited to convince Death to resume his ghoulish business, a task that naturally takes up the whole dang adventure.



17+ RATED



A photograph of a child in a red and white costume sitting on a throne in a dark, ornate setting. The child is wearing a red and white patterned dress and a red headpiece. The throne is white with red accents. The background is dark and ornate, possibly a stage set.

If you've played and enjoyed PC point-and-click games, or you played and enjoyed the first Discworld, this'd be one of those must-buy deals. But I don't see many PlayStation owners outside those groups having much fun with Discworld II.

PS THE BOTTOM LINE **EXTREME** 77%

 1 Player Mouse Compatible

CROC: LEGEND OF THE GOBBOS

PUBLISHED BY FOX INTERACTIVE — DEVELOPED BY ARGONAUT

"Croc: Legend of the Gobbos" is, to quote a classic Robert Palmer song from the "Modern Rock" era of the '80's, "simply irresistible." While I have a short list of complaints regarding Fox Interactive/Argonaut's new go-anywhere, free-roaming 3D action/platform title, the great stuff is far more plentiful... let's get started, shall we?

The essence of Croc, and (no doubt) the inspiration for it, is Nintendo's Super Mario series — specifically, Mario 64 for the N64. The world of Croc is made up of four islands (we erroneously reported five in our EXCLUSIVE report last month), each with a number (10, to be exact) of levels. Within each of these levels, there are six smaller areas/rooms that make up the level (usually — Boss levels have three). Most of the areas/rooms are interconnected, except in cases where the game's designers set the level up so that you need to complete an area/room before moving on to the next (this is indicated in the game by a door locking behind you as you enter the new room). Your goal in each and every level of the game (again, with the exception of boss levels) is to rescue the six Gobbos (Croc's entrapped-furry creature-needing saving-of choice) trapped in boxes, cages and on suspended platforms. Sound simple? Well, my experienced gamer friend — it ain't that easy. You see, each level also contains five colored gems. You must find all five gems before you can enter the sixth area/room in the level — protected by a door featuring five gems on it — the sixth Gobbo is always behind this door. Of course, getting the gems and Gobbos is the main trick to the game, and this is where Croc's design comes together.

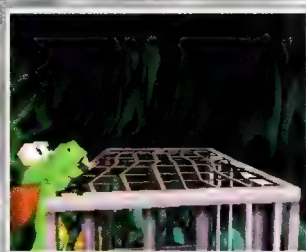
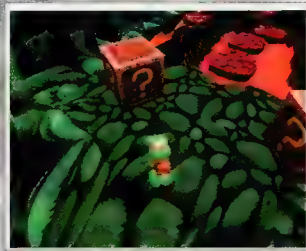
Once you start playing through the first two islands, it will become apparent just how much

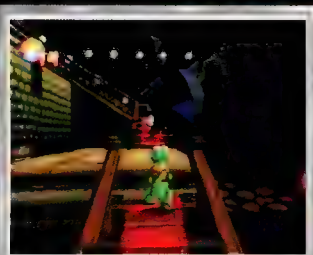
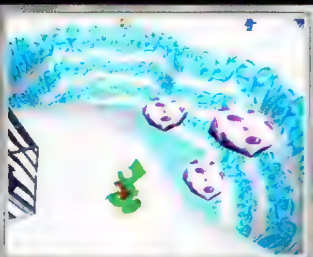
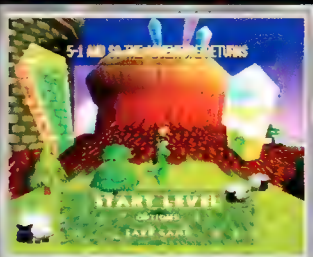
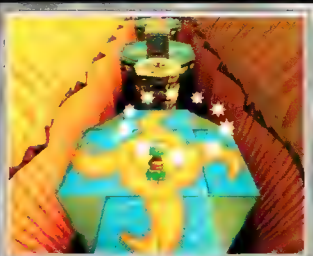


thought went into the placement of every box, movable crate, spinning wheel, platform, gem and Gobbo. If you move quickly through a level without thinking, you may jump on a box and destroy it before being able to use it to get to a higher platform. You may acquire a key in one area and not realize that you need to back-track through three other areas, before you can use the key to rescue your fuzz-ball friends or unlock a switch that triggers a series of platforms. In addition, just when you think that you've got it locked — five gems, five Gobbos and moving through the gem door, the game throws a tricky puzzle at you that makes acquiring Gobbo six a tougher task.

Of course, you can complete a level and move through the game without acquiring all of the gems and end up being woefully short on the Gobbo quota as well — but then you won't be seeing the bonus island, either. That's right, finish the first four islands in a perfect manner (all gems/all Gobbos) and you get to play an additional island (Crystal Island — no colored gems, no Gobbos) ... sweeeet! Not only that, but there are secret levels on each island (2 per island — featuring jigsaw puzzle pieces that are needed to get to the bonus island) that are accessed by achieving perfection in the first 3 levels. Beat the first boss, then the level (S1) becomes accessible at the island map screen. Score perfect on levels 4-6, beat the second boss, and it's on to S2! And ... there are bonus areas scattered throughout the game that are accessed via a twinkling gold light — find it and you are treated to some extra lives (hearts).

The quality level design is complemented by gameplay that features the common jumping and butt-bouncing themes found in most action/platform games, and a good amount of variety in how





these gameplay elements are implemented. Adding to these basic moves, Croc rides balloons, swims, side-steps, reverses on a dime, jumps on Jell-O, hangs from, and grapples along, webbed steel overhangs and, in general, acts a lot like Lara Croc (hey, now).

Graphically, the game is a treat to look at — you know, one of those rare games where it is fun to watch someone else play. Each of the four islands (Forest, Ice, Desert and Castle) has its own graphic theme, with high-resolution textures, 30 fps animation and a lot of bright colors bringing Croc's world to life. The backgrounds are drop-dead gorgeous — Castle Island being my personal favorite. None of the characters in the game, including Croc himself, are particularly detailed, but they are well-drawn and have a certain 'cute' factor. It is, like Mario, drawn to attract the younger crowd, but don't let that fool you — the gameplay is extremely addictive and the fantasy world that Croc and his enemies/friends inhabit will instantly draw you in. (The story is similar to Sonic the Hedgehog, in that the main bad guy has enslaved all of Croc's friends and Croc, by beating the bosses, also frees them from the servile lifestyle.) The sound effects and music are also very strong, giving the player those now-classic jumping-tail-whipping-butt-bouncing ditties, squishing sounds and "who-hee's" that help keep the action lively.

My complaints: The game leans a little too

much toward the easy side (you get free guys all over the place, including scoring one when you finish a level with 50 non-colored gems) — a problem lessened by the sheer number of levels in the game; the camera is a tad restrictive — not so much in gameplay (where there are three different pre-sets that work well) but, when you need to look around — it doesn't pan up; analog control is an option, but not a useful one, as the game requires too much linear movement and digital control actually ends up working better; the levels are a little on the small side — the game will load after you go through a door and, lastly, the most difficult parts of the game are the few levels (Desert-3, for instance) where you find yourself on some sort of rotating object — be it a platform, wheel, elephant, etc. — where the cam-



era does not keep up with the action and you will find yourself losing lives as the frustration level mounts — and you jump off the spinning object in the wrong direction.

These complaints aside, Croc: Legend of the Gobbos is a really fun, really good looking action/platform game — with enough little puzzles, humor and graphic quality to keep even the most jaded gamer entertained. Don't be fooled by the young look to the product, Croc is a keeper and comes recommended as one of the best games to grace the PlayStation this year.

Dave

PS

THE BOTTOM LINE

COMPATIBILITY



Croc: Legend of the Gobbos is a really fun, really good looking action/platform game — with enough little puzzles, humor and graphic quality to keep even the most jaded gamer entertained. Don't be fooled by the young look to the product, Croc is a keeper and comes recommended as one of the best games to grace the PlayStation this year.

95%



NCAA FOOTBALL 98

PUBLISHED BY EA SPORTS — DEVELOPED BY TIBURON

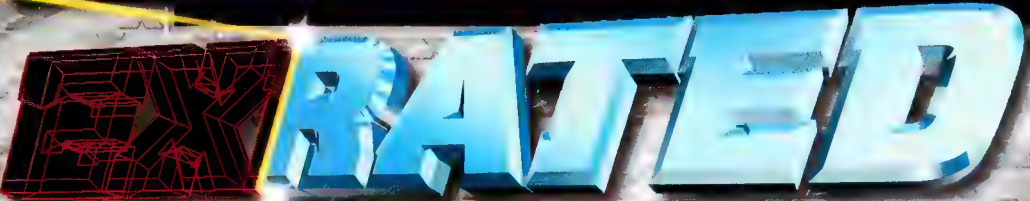
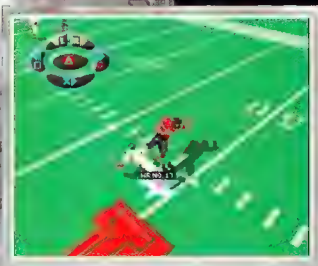
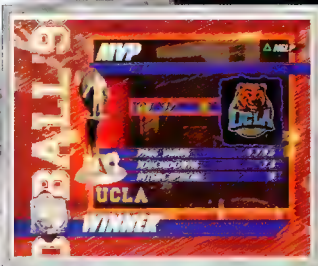
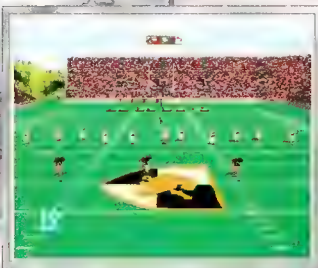
NCAA Football, from EA Sports, looks to take aim at Sony's NCAA Gamebreaker 98 for king of the college gridiron. EA has dumped more options and choices into this game than just about anything I've seen before, and it would require the complete length of the article just to gloss over each and every one of them. So, I won't; but I will mention the more pertinent ones, as they come up.

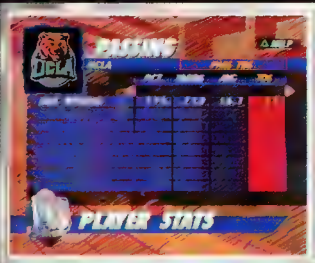
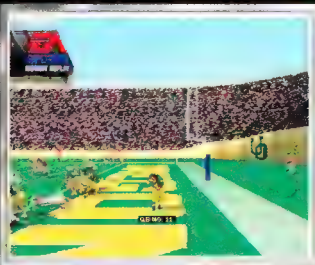
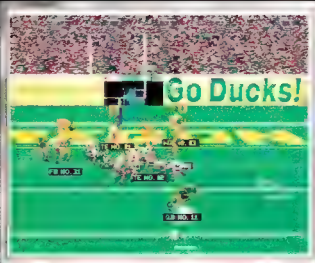
The most intriguing aspect of the game, by far, is the ability to try and create a "Dynasty" — a collegiate powerhouse the likes of a Nebraska or a Miami. You can take whatever Division I-AA school you like, create a couple of players, and try to make a run at a national title (or two) over the next four years. Along the way, you'll be required to recruit new players to take the place of your graduating seniors (or, more likely, guys who have simply run out of eligibility). At first, I thought this was a nifty little idea, going out and recruiting guys, but it was ultimately nothing more than being presented with a screen that says "these guys are leaving" and another that says "these guys are coming in." Obviously, that's a simple paraphrase of the routine, but it really isn't much more sophisticated than that. Another one of the things that I thought would be cool about the Dynasty mode was that of starting out my career as a freshman QB and piling up four years worth of stats, and then be able to look back and say "wow, impressive stats" and then show 'em off to my friends (who, in turn,



would be thoroughly impressed). But, that would not happen, as the game only saves your current season stats — major bummer! It is rather odd, however, seeing how 13 blocks of memory are required in order to save your Dynasty mode. Shoot, why not make it a complete 15 blocks and give us the whole sha-bang? I guess they gotta save something for NCAA 99, huh? Another disappointment is that you play the same teams every season. For example, as UCLA, my non-conference games were against Houston, Texas and Tennessee — every year!... What's up wit' dat?

NCAA Football 98 presents the gamer with three different difficulty settings in Junior Varsity, Varsity and All American. Unfortunately, Goldilocks wouldn't be happy with any of these selections, as none of the choices is "just right." The first two are way too easy, and then Tiburon puts the game into Turbo mode with All American. I played in Varsity level for my Dynasty career and, during the first season, I averaged (per game) over 700 yards passing and 200 yards rushing, all with my QB! After two seasons in Dynasty mode, I switched to a career in All American mode and still averaged over 650 yards a game passing. The DT's and LB's got a whole lot quicker, though, so my running game dwindled considerably. You can forget about playing any kind of defense on this level, as most teams will carve you up, so it becomes a bit like breaking serve in tennis; if you stop them once, you'll eventually outscore them by a TD or so. Of course, on All





American mode, the computer will call penalties like there's an over-abundance of yellow hankies. Face-masking here, holding there, pass interference here, false start there ... it's almost comical. But, actually, it's smash-the-controller-on-the-ground frustrating. How's this for a scenario: 1:30 left, I'm up by 12. Texas runs the kick back for a TD and cuts the lead to 5. Then they attempt (and recover) an onside kick and, then two plays later, hit their WR for a 30 yard TD pass — this after a pass interference call. Texas now up by two. I get the ball back with 46 seconds to go. I throw down field and complete a 35 yard pass, but no — holding on the right tackle. Next play, I complete a 40 yarder ... still thirty five yards out. Next play my WR is wide open in the end zone, but, guess what, he drops it. 12 seconds left, I fire a pass to my HB who gets popped immediately, fumbles, and the computer picks it up and runs the length of the field for a TD. C'mon — this is increased difficulty? More like some sort of computer AI sabotage, where you have absolutely no control over the on screen developments. Frustrating, to say the least.

NCAA Football 98 is developed by the same folks that brought us Madden 97 (Tiburon) and Madden 98, and the game plays very similar to last year's Madden.

In fact, some would argue that the engine used for both NCAA and Madden is pretty much the same thing we've been seeing for the last seven or eight years, only "updated" to incorporate a new feature here and there. As far as player control is concerned, NCAA 98 doesn't offer up as many moves as does Madden 98, but thanks to the 13 memory blocks, gives the gamer a stats database like no other. You can see the top 100 players in a variety of offensive and defensive categories, and follow the "MVP" awards race. Be aware, however, that until your team cracks the top 25, (and having a great record during your first Dynasty year won't be enough to get in, if you're playing with a lesser known



college), your top player(s) won't be considered for the award.

In the end, NCAA Football 98 is a familiar title that, for a short period of time, is entertaining, but then becomes either very monotonous or very tedious, depending on the difficulty level. The game is worth playing, just for the passing (nice lobbs & tight spiral bullets), but ultimately the flaws in gameplay AI, and thus lack of total control, make NCAA Football 98 a game that fails to live up to its potential.

Eric

PS THE BOTTOM LINE EXTREME

82%

COMPATIBILITY

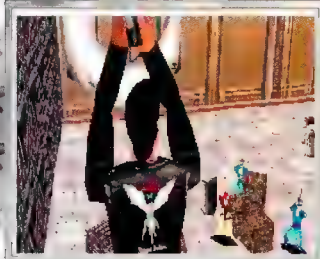


In the end, NCAA Football 98 is a familiar title that, for a short period of time, is entertaining, but then becomes either very monotonous or very tedious, depending on the difficulty level. The game is worth playing, just for the passing (nice lobbs & tight spiral bullets), but ultimately the flaws in gameplay AI, and thus lack of total control, make NCAA Football 98 a game that fails to live up to its potential.



TIME CRISIS

PUBLISHED AND DEVELOPED BY NAMCO



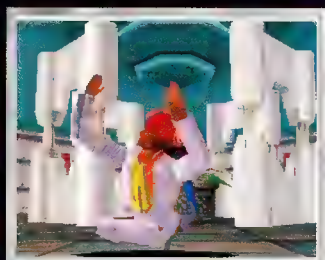
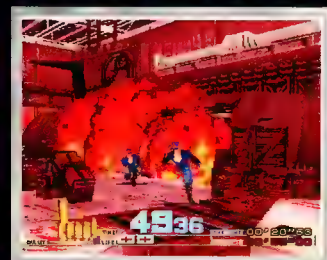
O.K., I admit it, I love light gun games. I love 'em in the arcade and I love 'em on the home systems. I just can't get enough of blasting away at the screen. I've been hooked ever since I picked up my light gun for the Sega Master System. Afterall, it's a heck of a lot cheaper than going to the rifle range. That doesn't mean that the current crop of games is anything to write home about, it just means I like playing them. Let's face it, the two recently released shooters from Konami are older than disco and the rest are very short lived experiences. In my esteemed opinion, Virtua Cop for the Sega Saturn is still the best gun game available on any system; until now, that is.

It should come as no surprise that Namco has been extremely successful in bringing top notch arcade games to the home console market. The Ridge Racer and Tekken series should be testimony to that. Now, with the release of Time Crisis (the game comes bundled with Guncon for \$59.95), Namco will prove, once again, that they are the undisputed king of the arcade conversions. For those of you who don't get to the arcade much, Time Crisis is a true 3D shooter that puts you in the unenviable position of having to rescue the president's

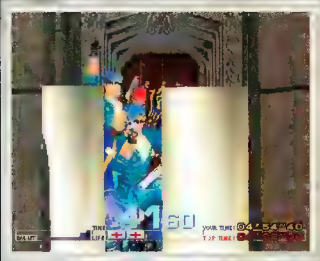


daughter from a group of terrorists holed up in a fortress. The story line is no great shakes, what makes it interesting, however, is the fact that you're not only fighting the bad guys, you're also fighting the clock.

The game is set up in a very familiar fashion with three levels, each with three stages and an end of level boss. At the end of each stage, you are given your proficiency score as to the time required to complete the stage and accuracy. When you complete all three stages, you face off against some very creative boss levels. Power ups are presented in the form of certain hot spots that create explosions to help you save time; and, if your accuracy is any good, you can attempt to shoot certain bad guys that add time to your



RATED



mission. You are also given two choices when it comes to gameplay: the first is the standard arcade version with a time attack mode where you can pick the level and compete for the best time; the second is an all new version just for the PlayStation. With the exception of the time factor, you might think it doesn't sound much different than most other gun games, certainly not much different than Virtua Cop. Well, if you've played the game in the arcade, then you know what I'm going to talk about next. The gun in Time Crisis is unique to the title and can't be used with any other game or system. In the arcade, you had a pedal on the floor that allowed you to duck out of the way and reload at the same time. With the Time Crisis/Namco

exclusive gun, there is a button on the right side of the barrel, that when pushed, allows you to duck and reload. The only negative aspect of having the control on the gun, is that you are required to use two hands at all times. This approach accounts for some pretty tired arms after extended periods with the game. That being said, however, the ability to duck out of the way adds a whole new dimension to the gun game experience.

Graphically, Time Crisis is state of the art. The beautiful polygon animation is a welcome change to the static 2D backgrounds of its predecessors. Each level presents new and unique challenges that require completely different strategies to survive, and the ever present clock doesn't allow you to take your eyes off the screen for a second. The overall gameplay is what you would expect in a light gun game, but much more challenging. The bad guys are always moving, and not just side to side, they move up and back, roll on their sides and jump back and forth. You can expect to spend more than a couple of hours with the game.



I've spent the better part of the last two weeks with Time Crisis, both in the office and at home, and I can honestly say that it's the best gun game ever created for any system. Obviously, we're not talking rocket science here, but the combination of innovative gameplay and state of the art graphics put it in a league by itself. If you enjoy the light gun shooters, this is a no-brainer; if you've never experienced one before, this is the one to get

Alex

PS THE BOTTOM LINE EXTREME 93%

COMPATIBILITY



1 Player

I've spent the better part of the last two weeks with Time Crisis, both in the office and at home, and I can honestly say that it's the best gun game ever created for any system. Obviously, we're not talking rocket science here, but the combination of innovative gameplay and state of the art graphics put it in a league by itself. If you enjoy the light gun shooters, this is a no-brainer; if you've never experienced one before, this is the one to get



GRAND TOUR RACING '98

PUBLISHED BY ACTIVISION — DEVELOPED BY EUTECHNYX

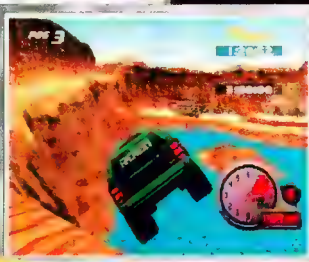
You saw the E3 coverage and you read the exclusive report (word for word) last month — so you know all about Activision's radical new arcade racing game, right? Maybe. Grand Tour Racing '98 (Car & Driver Presents...) has been tweaked even further during the last couple of weeks, and now sports some great new gameplay features. The game is still incredibly huge, incredibly fast, and incredibly smooth. Truly... incredible.

Just for recap purposes, we'll go over a few of the basics before we get into the nitty gritty (Scritti Politti? ... "I've got the perfect way..."). There are forty different cars to drive, each with their own abilities and characteristics. GTR features over thirty different tracks (six different types of courses) and eight different racing teams from which to choose. There are Rally cars, Sports cars, 4x4 buggies, Indy cars, and Dakar Rally vehicles. Lastly, there are snow conditions, rain, night-time, sunset, desert, and fog with which to contend. GTR is playable via one or two person split-screen, two player link-up, or four person split-screen, link-up. There are now four (previously only two) different camera angles to choose from and (saved the best for last) there is virtually no (nil, nada, nothing, zip, zero) polygon pop-up. By now, you should have the impression that Grand Tour Racing is a combination of Rally Cross, Rage Racer

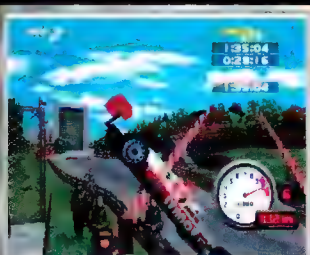


and Need for Speed 2. GTR combines all the best elements of each game, and then adds its own style, by way of advanced gameplay and highly detailed locations.

Ok, now on with the stuff that makes Grand Tour Racing such a blast to play. The first thing that comes to mind is the variety that GTR offers. It's just not that you're driving different cars on the same ol' tracks, but that you can drive a 4x4 dune buggy type vehicle on the sands of Easter Island, as sprays of sand shoot up from beneath your car and the other guys' tires as well. Then, you can turn around and race an Indy car through Red Square in Moscow, and let Lenin know that you think he is "#1", as you fly by. The diversity of GTR is further displayed by the fact that the tracks just don't get longer as you progress up the levels, but they get more sophisticated as well. For example, as each course opens up into different sections, you will encounter large boulders and trees in the roadway, ramps that help you to jump over rivers and other fallen objects. Road barriers, that once kept you from sliding into the ocean or lava beds, are now removed. Because of the go anywhere 3D nature of GTR, it is possible to get knocked off course from one of the competitors and then you'll find yourself trying to back track your way onto the course. However, this could lead to an untimely demise as you may find yourself in the ocean or a deep water river — and then it's "game over, dude".



RATED



The snow courses are also works of art, as they are so highly detailed, that I actually felt a chill while driving through the courses! Obviously, "snow" has been done many times before in a racing game — but not like this. The snow covered tunnels and the icy roads are unbelievable — just wait until you race the 5th or 6th level in Switzerland, where the downhill section is the car equivalent of the Luge! But, the great thing is that you can still control your vehicle the entire time. Obviously, the tires don't grip as well as they would on pavement, but thanks to the ingenious control mechanisms available in GTR, you never get the feeling that you aren't in complete control of the car. GTR uses the L1/R1 pads, in conjunction with the d-pad to offer precision steering and the L1/R1 alone for power slides, and the circle and d-pad for 180 degree hand brake turns. Rounding out the ability to control your vehicle is the easy to use "reverse" button (square icon). No confusing combination of shoulder pads and icons — just push the square and turn the wheels. It is the most intuitive and "fastest acting" way to get your car pointed in the right direction. The attention to detail in GTR is also what separates it from

most other titles. The splashes of water, the scrapes and sparks when you bump another car, the amazingly life-like collisions, and all the small graphic details



put the finishing touches on a superb game.

Activision has got itself a winner in Grand Tour Racing — the game is gorgeous, plays like the proverbial bandit and has enough depth and shelf life to keep gamers coming back for hours on end. If you're a racing fan, you can't find a better all around racing game than Grand Tour Racing.

Eric

PS THE BOTTOM LINE EXTREME

96%

COMPATIBILITY

1 to 4 Players

Analog Joystick Compatible

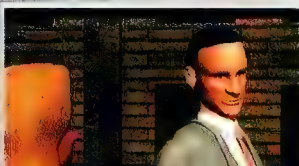
Link Cable 2 Consoles

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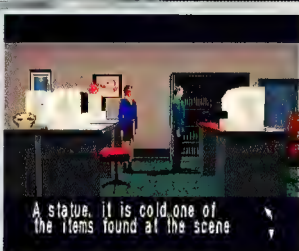


CLOCK TOWER

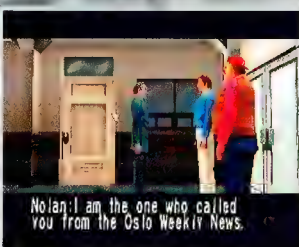
PUBLISHED BY ASCII ENTERTAINMENT — DEVELOPED BY HUMAN



No. It sounds crazy, but it looks like they were killed with a giant pair of scissors.



A statue, it is cold one of the items found at the scene



Nolan: I am the one who called you from the Oslo Weekly News.



A good horror movie has a delicate combination of suspenseful and gross-out moments; it's unsatisfying when you never get to see the monster behind the mayhem, and it's nauseating when all you get is scene after scene of blood and guts. But horror-themed video games tended to give up any attempt at suspense and rely exclusively on the over-the-top gross-out approach — until Capcom's Resident Evil managed to blend action, suspense and yuckiness in one wonderful package. Oh, man, that scene when the zombie dog smashes through the hall window — tell me with a straight face you didn't scream like a four-year-old girl. ASCII's Clock Tower is a horror-iffic adventure game that tries to recapture the heart-pounding fear of that window-smash moment again and again, but with mixed success.

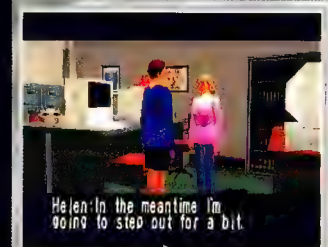
Our hideous little tale begins in the mountains of Romsdaalen, Norway, and the Barrows Family Mansion, dubbed the Clock Tower by neighbors because of its huge, uh, clock tower. In 1986, Mrs. Barrows gave birth to Bobby and Dan, twin brothers who, probably because their mom smoked during her pregnancy, turned into monstrous murderous mutants called "Scissormen." In 1995, Jennifer Simpson, a young girl from the nearby Granite Orphanage, stumbles into the Mansion and barely manages to escape; her story becomes the talk of Norway ("Oh, yah, didya hear about that poor little girl?"). As the game begins, it seems that the



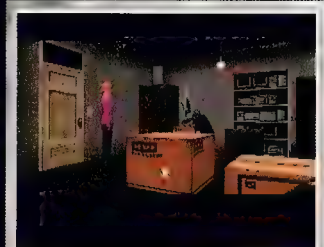
Scissormen have come back to finish Jennifer off.

The game is of the point-and-click adventure persuasion, and rendered entirely with decently detailed, well-animated 3D graphics. You use the control pad (or the PlayStation Mouse currently under 18 layers of dust in your closet) to point and click on items, objects, doors or anything else of interest. (The arrow "locks on" to any item within range, so you don't have to deal with the frustration of positioning it on just the right spot.) If the item is something you can pick up, it's added to your inventory bar, which appears when you move the arrow to the top of the screen. If you click on a person, you engage him or her in a non-interactive conversation (no question/answer choices, just canned dialogue).

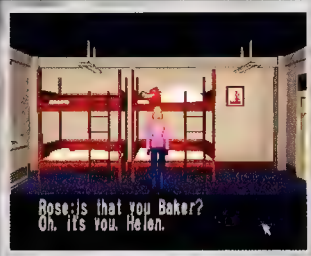
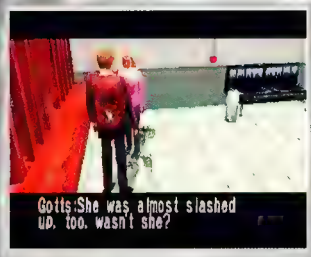
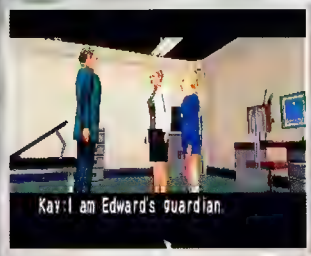
There are four characters you control during the game; two "main" and two supporting. The main players are Jennifer (the



Helen: In the meantime I'm going to step out for a bit.



CRATED



survivor of the earlier Scissorman encounter) and Helen (her roommate); the supporting dudes are Professor Barton (the psychologist studying Jennifer's more-twisted-than-a-pretzel mind) and Gotts (a tough-as-nails cop).

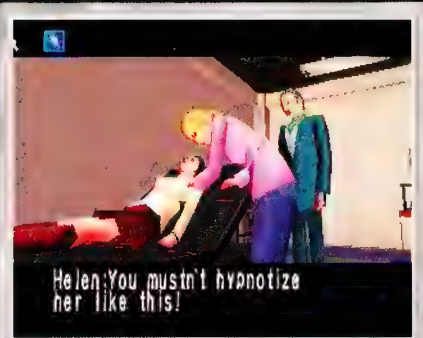
So when does the horror kick in? When the Scissorman shows up and starts chasing Jennifer and/or Helen around whichever locked-up location they're trapped in, whether a university lab, a library or a mansion. Not only do you have to gather items and solve puzzles, but you have to do it while simultaneously avoiding a crazed killer with a pair of shears big enough to cut through torsos, much less hair follicles (blech). While you can never actually kill the Scissorman, you can hide from him (only a certain number of times in each location); attack him with a nearby weapon (pepper spray, fire extinguisher, harsh language); or, as a last resort, engage him in a hand-to-hand struggle and pray you come out on top.

Clock Tower has more replay value than most once-and-you're-fini adventure games — there are ten endings and ten not-easy-to-find "hints" which clue you in as to how to earn all those endings. You're further rewarded for earming all the endings with goofy secrets.

But despite its fine graphics, good sound

effects and great music, Clock Tower falls flat in two areas. First, the Scissorman is a loping, limping hunchback with the speed of a two-toed sloth. I mean, race-walkers would leave this guy eating their dust. I know this is keeping in tradition with most horror films, where the psycho killer is always taking his sweet time, but you still have to chuckle when the Scissorman "corners" and kills you.

The much bigger problem area (I sound like I'm talking about bad skin) is that the translation from the original Japanese text and dialogue could have been better. It's hard to build any level of suspense when the characters are saying nonsensical things like: "Scissorman has become a symbol of



terror among youngsters." "That's it. That's right. That is what our readers want to know." "Well, let's start from the conclusion." "He's just some odd screwball." (As opposed to all those normal screwballs.)

Ah, well. Clock Tower is still a cool adventure game with plenty of replay value and a few genuinely scary moments — it just could've been a hell of a lot cooler and scarier. With that said, Clock Tower still merits a Silver rating and a purchase if you're into this style of game.

Zach

PS THE BOTTOM LINE EXTREME 88%

COMPATIBILITY



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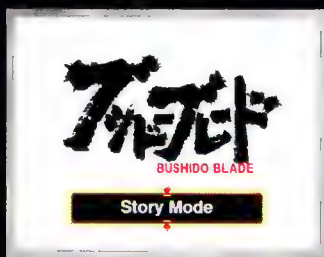
BUSHIDO BLADE

PUBLISHED BY SONY AND DEVELOPED BY SQUARESOFT



Bushido. The very word is loaded with meaning. Loosely interpreted, Bushido means "Way of the Warrior", and the concept is steeped in ideas of courage, self-control, honor and loyalty. Originating in the 9th-12th Centuries during Japan's era of feudalism, Bushido was part religion and part lifestyle, the path that a warrior was expected to tread on his journeys through life. A combination of Western medieval chivalry, Zen Buddhism and Confucianism, the Way dictates responses to any situation a samurai would encounter. I very much wanted to love "Bushido Blade." The idea of an incredibly realistic weapons-fighting game was instantly appealing. "Bushido Blade" was going to finally supplant "Night Warriors" in my heart, as the ultimate fighting game. Alas, it was not meant to be. "Bushido Blade" is an amazing piece of work on many levels. Artistically, it's beautiful. The sheer amount of research that has gone into the game is mind-boggling: different weapons, styles of attacks, variances in stance — it's amazing. In fact, "Bushido" only suffers in one regard: gameplay. In the quest to create the ultimate swordplay simulator, Lightweight (the team who designed the game for Square), has created a game that's too realistic. One lightning slash, one fumbled block, and your character is fertilizer. Matches can be won or lost in a single stroke, making the Story Mode a fast play, even on the Hard setting. A two-player match up can result in a lot of frustration as well, as you and a buddy hammer on the buttons as fast as possible, each trying to slip in that one stroke that will remove the other player's spleen, before they see it coming.

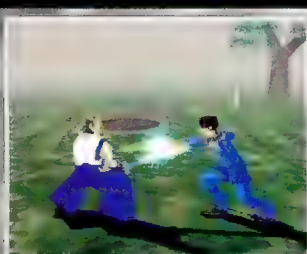
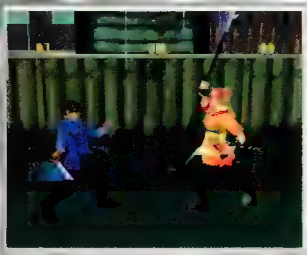
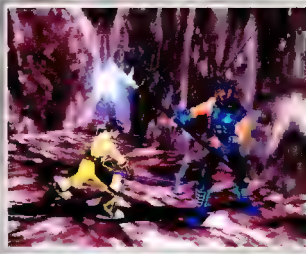
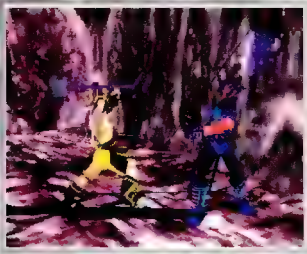
In defense of "Bushido", not every stroke is a killing one. It is possible for you to inflict massive



damage on another character before they finally give up the ghost. And it's damage that you can see, as all injuries are instantly reflected in the character's polygonal appearance. You can also damage arms, which will dangle uselessly once chopped enough times, or even put out a character's eye. Even though it contains enough unique moves to satisfy even the most jaded of fighting game enthusiasts, "Bushido" ultimately comes down to a lot of button-mashing. What else could you expect from a game that not only has individual moves for each character and for each weapon, but special moves that a character has with select weapons? The rapier alone has over 60 distinct moves, depending on which stance (high, middle, or low) you've assumed, with long series of combination attacks that you will most likely never use. You'll find yourself growing comfortable with one or two of the most lethal moves, trying to get those in as quickly as possible at the start of each match. In my first crack at the Story Mode, I went start to finish with Tatsumi (using the No Dachi, a really long sword) in little more than fifteen minutes. In that span, I lost only once, and ended up beating the final grand master himself in two strokes. Remember how frustrated you were the first twenty times you faced off against M. Bison or Goro? How they ticked you off again and again, yet you kept coming back for more because you knew, that with just a little practice, you'd own him. The sense of accomplishment with each victory is not the same with "Bushido."

I was very surprised that a game that provided such an incredible number of options only had six characters from which to choose. The individual characters look very nice, with a solid polygon count that fleshes out their details, unlike the

CRATED



bland look of Square's first two forays into the fighting genre, *Tobal 1* and 2. Each character has two different costumes: either a very traditional Japanese kimono or gi, or a more comic book looking outfit. Once you've selected your character, you must then choose from one of the eight different weapons, which include the extra-long No Dachi pig-sticker, a spear-like Naginata, the European Rapier, Saber and Long Swords, a skull crushing sledgehammer and, of course, the samurai staple, the Katana. Incredibly, each fighter's stance and fighting style adjusts to reflect the weapon you've selected, whether it's a two-handed overhead posture with the Katana, or an obvious Western-style fencing stance with the rapier. The fighters each have a small missile weapon, hidden about their person, usually a small dagger or shuriken that they can toss at the enemy to cause minor damage and surprise. You can also scoop a handful of dirt, sand, or snow (depending upon locale) and fling it into your enemy's face for a blinding, dishonorable stun. Quick, while he's wiping his eyes, gut 'em like a fish! The stages themselves are beautiful 3D environments for you to run through, leading the other character on a wild goose chase through a forest of bamboo that will fall, if cut, across a moving stream, and up and down various terrain and obstacles. The music compliments the settings perfectly, providing a tense and dramatic soundtrack of traditional Japanese style — piercing flutes, resonant drums, and plucked strings. All the details of "Bushido Blade" are so

perfect that it almost causes me physical pain that the gameplay does less than overwhelm. It's obvious, from beginning to end, that the team of people responsible for "Bushido" are huge fans of Japanese directors like Akira Kurosawa, going so far as to include an option to play the game in black & white. Other options let you fight in a first-person perspective, which I found almost unplayable, as well as the ability to bust out the old PSX Link cable for some head-to-head hacking on two PlayStation3s and TVs. The Square and Sony production staff are also to be commended for what is, easily, one of the finest localizations of a Japanese video game ever, foregoing the usual Western impulse to replace Japanese voice talent and text with poorly produced and scripted English, instead providing subtitles for the various out-scenes and



the awesome CG ending sequences.

"Bushido Blade" is a stunning piece of work. Hard-core fighting game fanatics and students of Japanese culture and martial arts are most likely the only ones who will enjoy this on a gaming level — the "casual" gamer will quickly grow frustrated with the complex controls and frighteningly fast matches. Sadly, "Bushido Blade" does not properly balance the poetry with the punch, and the gameplay is tragically lacking. A piece of art? Yes. A fun to play fighting game, in the traditional sense? No.

Thomas J.

PS THE BOTTOM LINE EXTREME 88%

COMPATIBILITY



Two Players

"Bushido Blade" is a stunning piece of work. Hard-core fighting game fanatics and students of Japanese culture and martial arts are most likely the only ones who will enjoy this on a gaming level — the "casual" gamer will quickly grow frustrated with the complex controls and frighteningly fast matches. Sadly, "Bushido Blade" does not properly balance the poetry with the punch, and the gameplay is tragically lacking. A piece of art? Yes. A fun to play fighting game, in the traditional sense? No.



PORSCHE CHALLENGE

PUBLISHED AND DEVELOPED BY SONY



OK, somebody 'splain it to me; the game is called "Porsche Challenge", but there's only one Porsche in the game, and that's the Boxster (you know, the new roadster that has something like a year and a half waiting list for buyers). So, it stands to reason that Sony would have been better off calling this "Boxster Challenge", correct? I agree, "Boxster" just doesn't have the same ring to it; but if you're going to call it "Porsche", I'd like to be able to drive a 944, 911, 914, 969, 968, yadda, yadda, yadda. You know, variety is the spice (girls? gimme a break) of life, so give it up Sony — we want more Porsches!

Enough with the mindless banter already, let's get down to business (Monkee? — hey hey). So, what do we have with the new arcade racing title from the fine folks at Sony's European HQ, you ask? Well, if you saw our preview last month, you already know that the game features four different tracks (USA, Japan, Alpine and Stuttgart) and three different levels, much like the king of all arcade racing games, *Rage Racer*. You start off by choosing one of the six characters of different sex and nationality — oh, they have their own



"unique" driving styles as well — and choose a difficulty setting between easy, normal and hard. The game also offers up simulation or arcade mode, but to tell the truth, I didn't notice a whole lot of difference between the two. You can chose to race against the clock in the time trials, or just motor

along in the practice mode, or go all out against the other five computer opponents in the Championship mode. All of these options are standard racing provisions, much like the course design. The four basic

tracks are broken down into the first group of "short" tracks, and then after you come in first place in each of these races the course open up into their "long" track varietal. Once you've come in first place in



RATED



these races, you get to the last stage of four races, dubbed the "interactive" tracks because the shortcuts and paths open up differently after each lap, so you'll have to make some last second cornering decisions, if you want to be successful. And guess what, race fans? If you beat these four tracks, you get to do it all over again in "mirror mode." And lastly, should you be victorious in all twelve races again, you will be rewarded with the "prototype car", or a black Boxster that goes a wee bit faster than its production counterparts (10 mph, to be exact).

Ok, so there's the gameplay of Porsche Challenge in a not-so-condise nutshell. But what does PC have to offer that will make it stand out from the crowd? The Boxster. That's certainly the reason for this game coming out in Europe, and for the US market as well. If the game were to be called, say, "Chevy Citation Challenge", I can't believe there would be a whole lot of interest in the title, let alone the game. So, we've got the Boxster, and what a wonderful job Sony did meshing all those polygons together — just look at it! If that's not the best looking

vehicle ever seen on a home console, then Whistler didn't have a mother. I mean, come on, there must be a thousand polygons in each Boxster. Unfortunately, the courses were not designed with the same level of detail, as they are four rather bland tracks. The USA course is probably the most attractive, as there are parts of Las Vegas, San Francisco and L.A. mixed together. The Japan course looks like you're driving through a parking garage, and Stuttgart might as well be some farm in Nebraska. The Alpine course is decent, but the snow thing has been done a thousand times, so you've really got to do it well to make



it stand out (see GTR review). The frame rate is moderate, and there is considerable slow-down if three or more cars are on the screen at the same time.

Porsche Challenge is ultimately a rather sedate experience, although hardcore racing fans (and Boxster enthusiasts) may be intrigued enough to give it a chance. Unless you fall into one of these two categories, you may want to rent this one first.

Eric

PS THE BOTTOM LINE EXTREME 81%

COMPATIBILITY

1 Player

Porsche Challenge is ultimately a rather sedate experience, although hardcore racing fans (and Boxster enthusiasts) may be intrigued enough to give it a chance. Unless you fall into one of these two categories, you may want to rent this one first.



FELONY 11-79

PUBLISHED BY ASCII ENTERTAINMENT — DEVELOPED BY CLIMAX



Here's a title that we've been playing for a few months (at least the import version, anyway), and now we've got the final American version in, and the game has gone beyond cool — it's now WAY cool. If you've been paying attention to our import (oops — EXport) and EXpecting sections, then you're already familiar with Felony 11-79, the new racing/destruction game from ASCII and Climax. For those of you that need a bit of a refresher on this one — here goes: Three huge tracks plus a practice track; four vehicles to start with and another 18 to be earned or found; and a ton of other cool features.

Felony 11-79 can best be described as a hybrid Destruction Derby 2, Twisted Metal 2, and Need for Speed II (not a bad crowd to be seen in). The "stated" goal in Felony is to finish all three tracks in the allotted time, while completing the course-specific task. For instance, the Downtown course requires that you first pick up the five boxes of dynamite that are spread out around town, then you can blow up the gates that lead into the second half of the course. In the Seaside track, you'll need to hunt down the white limo and take the "Golden Wings" that the dude in the back of the limo has on his person (in other words, just crash right into the vehicle), and lastly, Paris ("we love Paris in the springtime" — be the first to tell us what song that line comes from, and

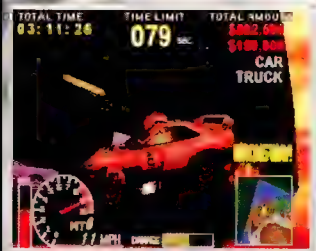


win ... something), where the goal is to nab the "Silver Staff" which is hidden in a statue in the middle of town. After you grab the Staff, you will need to find a phone booth and call your buddy in a helicopter (again, just smash into the booth) so that he can pick you up at the end of the track. If you're wondering what the purpose of all this thievery of artifacts is about, it's the main premise of the game. The plot here is that you must find these three items in order to open up a tomb from a lost civilization. Inside this tomb is a bazillion dollars in gold and jewels and, once you've obtained the necessary items, it's all yours.

Ok, enough with the story line, for crying out loud, this is a racing game. If you want a story line, go play Wild Arms. Anywho, if you think that the goals in Felony 11-79 are a tad thin, then you're right on the money. The



RATED



above portion of the game can be completed in much less than an hour, and it really only requires the use of one of the vehicles. However, this is where the game gets really good. As you scroll through the car menu, you see pictures of the vehicles you can select, and only a dark car icon for the 18 "other" vehicles. Complete one of the courses and you'll be rewarded with a couple of new cars. After you finish all three courses, you'll have a total of eleven autos, with another eleven dark icons left. What's this, hidden vehicles and no clue as how to unearth them? Yup. Now you get to go back over the tracks and figure out how to find the cars (go to the next paragraph if you don't want any hints). Actually, only one of the cars is hidden, as the other ten require you to either get a certain number of "damage dollars" (and finish the race) or to complete the race under a certain amount of time.

As mentioned earlier, *Felony 11-79* offers up some of the best gameplay since *DDR* and *TM2*. The cars get mangled and twisted as they take on more and more damage, and a lot of the buildings can be entered through the glass windows. There are a multitude of hidden routes, including a couple of sub-

ways and a draw bridge that just begs to be jumped. There are unfinished overpasses to leap, and beaches to drive on (knock over the hot dog stand and your character screams "Getting a bite to eat!"). Heck, there's even a shallow pond to go through, as well as deeper water that will end your game — "shark bait." Climax has done a fantastic job with the graphical presentation of each course, as the Paris nighttime and Seaside dawn are very appealing. The cars are highly detailed, as are the signs on the building, off-ramps, and roadways.

Everything about *Felony* says "attention to detail", and the combi-



nation of fantastic graphics, incredible tunes (by the *Surf Coasters*, no less), and timely (and humorous) voice overs make the game more addictive than *The Simpsons'* reruns.

Although we would have wanted more, *Felony 11-79* is a fantastic title and one that cries out for a sequel, in much the same way that the original *Destruction Derby* and *Twisted Metal* did. Here's hoping that ASCII and Climax team up again next year.

Eric

PS THE BOTTOM LINE EXTREME 90%

COMPATIBILITY

1 Player

Although we would have wanted more, *Felony 11-79* is a fantastic title and one that cries out for a sequel, in much the same way that the original *Destruction Derby* and *Twisted Metal* did. Here's hoping that ASCII and Climax team up again next year.



The PS Extreme Historical Ranking Chart

EXCAVATE is the section where we dig up the last six months of our old ratings and present them on one easy-to-read page, along with a little explanation/breakdown of our rating system. Use this as your buying guide throughout the year and as a reference for those older games that you might have missed (or wish you had).

PLATINUM GAMES	ISSUE	RATING			
Final Fantasy VII	September 1997	99%	Bravo Air Race	September 1997	83%
Rage Racer	April 1997	98%	Wing Commander IV	May 1997	83%
GOLD GAMES	ISSUE	RATING	Namco Museum Volume 4	April 1997	83%
Ballblazer Champions	May 1997	93%	Overblood	June 1997	82%
Hercules	September 1997	93%	Mass Destruction	June 1997	82%
Raystorm	September 1997	93%	Battle Arena Toshinden 3	June 1997	82%
Need for Speed II	June 1997	92%	NBA Hangtime	August 1997	81%
Nanotek Warrior	July 1997	92%	Poy Poy	August 1997	81%
Ace Combat 2	August 1997	92%	Xevious 3D/G+	June 1997	80%
MLB 98	September 1997	91%	WCW vs. the World	May 1997	80%
Vandal Hearts	April 1997	91%	BRONZE GAMES	ISSUE	RATING
Broken Helix	May 1997	91%	Lethal Enforcers I & II	August 1997	79%
Thunder Truck Rally	June 1997	91%	Powerplay 98	September 1997	79%
Machine Hunter	August 1997	91%	Tail of the Sun	June 1997	78%
Norse by Norsewest	May 1997	90%	Descent Maximum	April 1997	77%
Parappa the Rapper	August 1997	90%	Brahma Force	May 1997	77%
Ogre Battle	September 1997	90%	League of Pain	May 1997	77%
Triple Play 98	June 1997	90%	Grand Slam Baseball	June 1997	77%
SILVER GAMES	ISSUE	RATING	Rush Hour	June 1997	76%
VR Baseball '97	May 1997	89%	Sentient	April 1997	76%
Excalibur 2555 A.D.	August 1997	89%	Megaman 8	April 1997	76%
Mech Warrior II	April 1997	88%	The Divide	May 1997	76%
Herc's Adventures	June 1997	88%	Battlesport	September 1997	75%
Swagman	June 1997	88%	Crypt Killer	April 1997	75%
Dynasty Warriors	August 1997	85%	Rally Cross	May 1997	75%
Warcraft II	September 1997	85%	Independence Day	April 1997	74%
Test Drive: Off Road	April 1997	84%	All Star Baseball '97	July 1997	71%
Wild Arms	May 1997	84%	Hexen	April 1997	70%
VMX Racing	May 1997	84%	TIN GAMES	ISSUE	RATING
Goal Storm '97	May 1997	84%	Battlestations	May 1997	69%
NBA Shoot Out '97	May 1997	84%	The City of Lost Children	April 1997	67%
Big Bass World Championship	June 1997	84%	The Crow	May 1997	62%
			NCAA Final Four	June 1997	22%

WHAT DO ALL THOSE NUMBERS MEAN?

98-100%

→ The ultimate gaming experience.



90-97%

"Must buy" games; each carries our editor's seal of approval.



80-89%

Good games, but lacking in some areas; for fans of that style of game.



70-79%

Mediocre titles that suffer from some serious flaws. Rent — don't buy.



0-69%

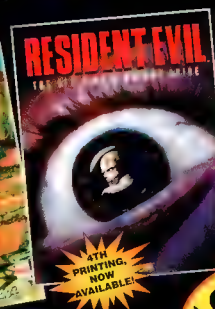
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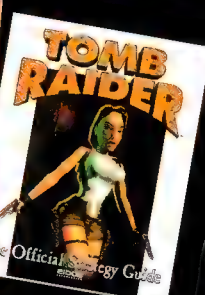
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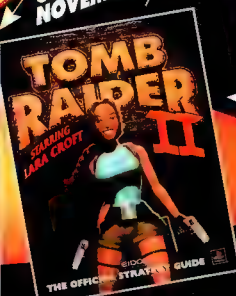
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ADVERTISER'S INDEX

Acclaim	71
Acclaim	4, 8
Activision	5, 7, 24, 33
American Softworks	9
ASCII Watermark	60
Crysal Dynamics	49, 64, 68
HDOs	10, 11, 16, 17, 18, 19, 20, 21
For Interactive	35, 36, 37
Interplay	44, 45
Locomax	102, 103
Midway	32, 33
Midway	15, 23, 33, 34
Namco	22, 23, 34, 51, 54, 57
Playmates	13
Playmate	37, 51
Reality Quest	73
Sony	2, 3, 40, 41, 60, 61, 67
TRE	63
Tomo	104

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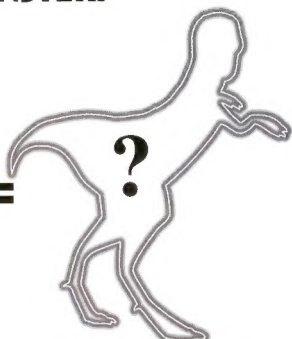
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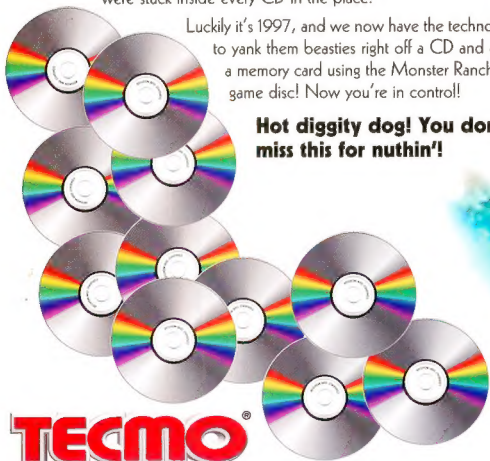
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